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Chrono Cross and more!

STYF DAVIS

SPECIAL COLLECTOR'S EDITION

November 2000  
ISSUE 38



# OFFICIAL U.S. PlayStation MAGAZINE



PlayStation.2

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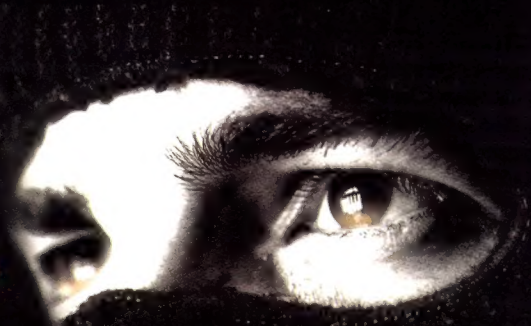
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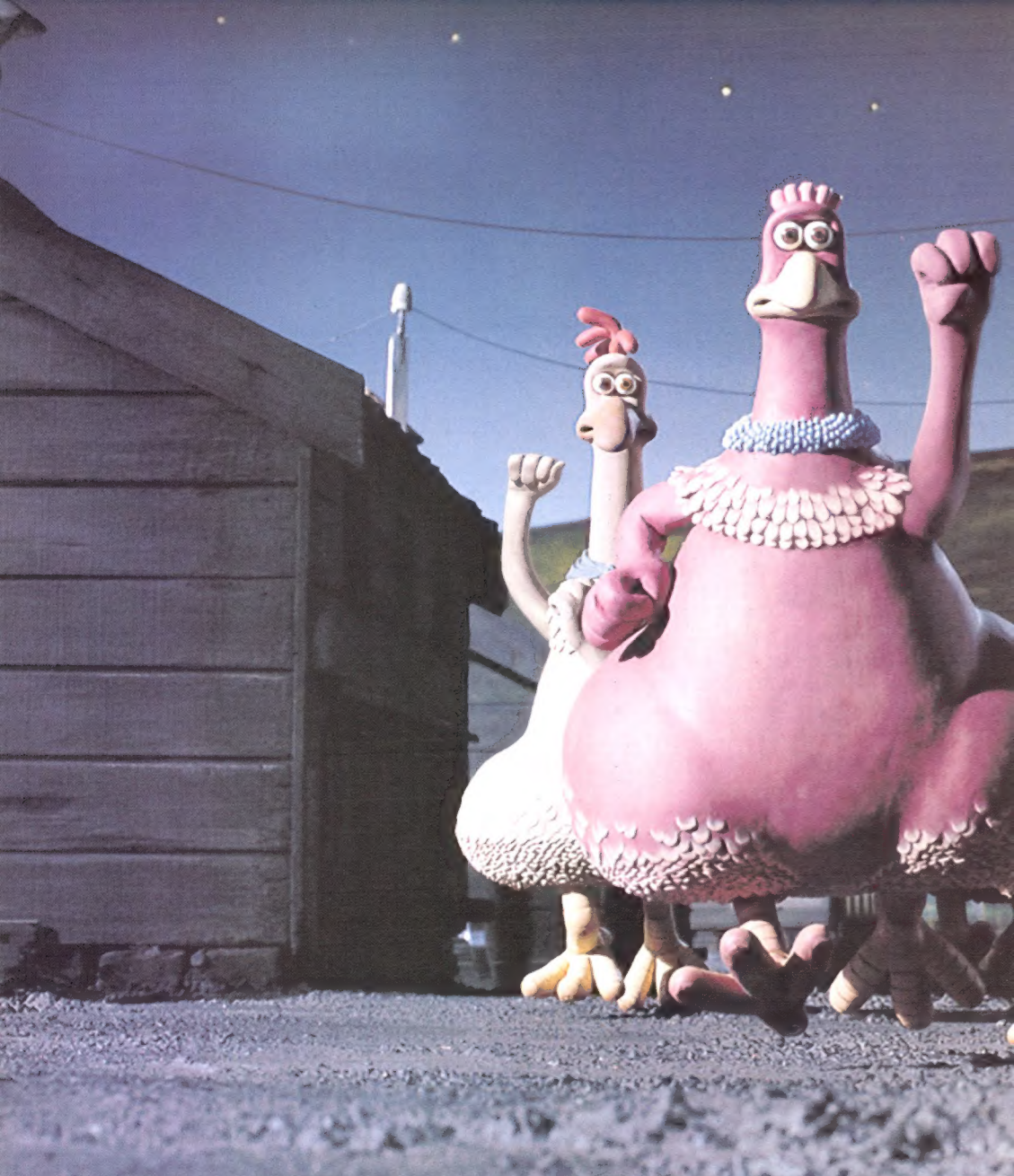
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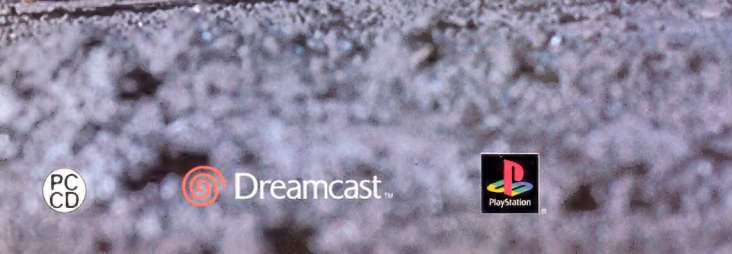
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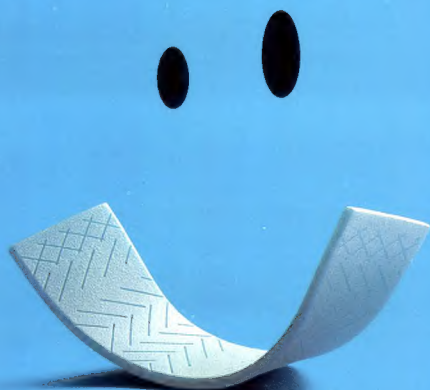
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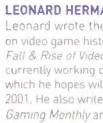
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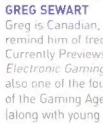
### LEONARD HERMAN

Leonard wrote the definitive book on video game history, *Phoenix: The Fall & Rise of Videogames*. He's currently working on a third edition, which he hopes will appear in early 2001. He also writes for *Electronic Gaming Monthly* and *Gamespot*.



### CHRIS GORE

The presenter of *The New Movie Show* on the FX Network [Thursdays, 10:30 p.m.], editor of *Film Threat* and regular columnist here on *OPM*. Chris is a busy man. Check him out at [www.filmthreat.com](http://www.filmthreat.com)



### GREG STEWART

Greg is Canadian, a fact that we remind him of frequently. Currently Previews Editor for *Electronic Gaming Monthly*, he's also one of the founding fathers of the Gaming Age Web site along with young Sam Kennedy!



### PENNY ARCADE

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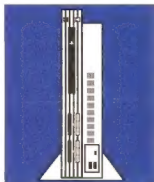
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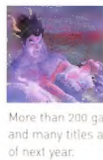
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## COVER STORIES THIS MONTH



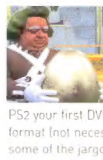
## PS2 LAUNCH • 94

The greatest thing to happen to video games since...the first PlayStation was released. Oct. 26 is going to be the biggest day the games industry has ever seen and probably the biggest day in entertainment history. Have you pre-ordered yours?



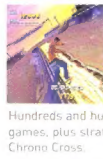
## PS2 GAMES • 102

More than 200 games are featured in this section of the magazine—and many titles are set for release on PS2 between now and the end of next year.



## PS2 ENTERTAINMENT • 144

PS2 your first DVD player? We tell you the best movies to showcase the format (not necessarily good movies, but good tech-demos) and explain some of the jargon. What's DTS? Now you'll know.



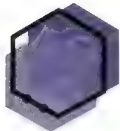
## TOP SECRETS • 172

Hundreds and hundreds of tricks for all of the most popular PlayStation games, plus strategies for Spider-Man, Tony Hawk's Pro Skater 2 and Chrono Cross.





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Let us know your thoughts. Write us at our usual address, or send us e-mail at [OPM@ziffdavis.com](mailto:OPM@ziffdavis.com)

### Spin • 36

PS2 truck tour details, news from the European ECTS show, a pic of a very sexy volleyball player, words from X Games superstars, the first wave of your PS2 Survivor responses and much, much more

### Top Secrets • 172

Tricks for all the biggest games including some PS2 Plus strategy for Spider-Man, THPS2 and Chrono Cross



## Video Games Have Ratings, Just Like Movies

The Entertainment Software Rating Board provides information about video game content. ESRB ratings are intended as guidelines only; parents should still monitor minors' purchases.

## It's here.

After a wait that seemed to go on forever, this month the PS2 will finally be in stores and flying off shelves in record-breaking time. A million systems will be in stores on Oct. 26, and by all accounts it's expected that every last one of them will be sold by the end of that weekend. Make sure you get yours as soon as you can! This month we've done lots of research and have pieced together what we think is pretty much the definitive list of PS2 software. More than 200 games are set to be released over the next 12 months—and we've got screens and info for nearly all of them.

All this PS2 excitement doesn't mean we've forgotten the PS one, though. The system is stronger than ever, and if you check out the Coming Soon list at the beginning of the Previews section this month, you'll see just how strong. There are well over 100 games being released over the next few months...and rest assured we'll be here to separate the excellent from the truly, utterly friggin' terrible (there's plenty of both from what we've seen).

Now, what are you waiting for? Put the Demo Disc back in and watch that awesome Metal Gear Solid 2: Sons of Liberty video again!



John Davison  
Editor in Chief

## DEMO DISC THIS MONTH

November 2000



## PLAYABLE DEMOS



### SPYRO: YEAR OF THE DRAGON

The third installment in this popular 3D platformer series is shaping up to be the best one yet. See for yourself in this enormous demo, featuring two vast levels and a skateboarding minigame. Play as several different characters, including a kangaroo and a penguin, then hop onto a skateboard for high-flying fun.

### INCREDIBLE CRISIS TEEN RATING

It may be the strangest game ever released on our shores (those lucky Japanese gamers get to play all kinds of wacky fare like this), but it's a heck of a lot of fun. Guide Taneo and his family through a series of quirky minigames, trying to keep them out of harm's way.

### JARRETT & LABONTE STOCK CAR RACING EVERYONE RATING

Stock car racing is about much more than just going fast and making left turns—and this game helps prove that to be true. Featuring 23 courses and 40 car models, Stock Car Racing's most notable achievement may be the inclusion of realistic car damage that actually affects performance.

### CRASH BASH RATING PENDING

The PS one finally gets a party game all its own. Crash Bash promises to be a fun, fast and involving multi-player experience. In our demo, you get to play as either Pojo Platter or Pola Panic. The complete game will feature around 30 events just like these in the demo.

### ULTIMATE FIGHTING CHAMPIONSHIP TEEN RATING

A unique, deep and bloody fighting game, Ultimate Fighting Championship is based on the popular mixed martial arts promotions that have grown in popularity in recent years. The punches are real, and anything goes, creating a frenzied, furious fighter.

## NON-PLAYABLE DEMOS

### METAL GEAR SOLID 2: SONS OF LIBERTY

COOL BOARDERS 2001, DRIVER 2, STAR WARS DEMOLITION, FINAL FANTASY IX

### EARLY CHILDHOOD RATING



ALL AGES  
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FOR ALL AGES



EVERYONE RATING  
The E Rating denotes that the content is generally suitable for all ages.



TEEN RATING  
The T Rating denotes that the content is suitable for teenagers.



MATURE RATING  
The M Rating denotes that the content is suitable for mature audiences.



ADULTS ONLY RATING  
The AO Rating denotes that the content is suitable only for adults.

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# SPECIAL FEATURES



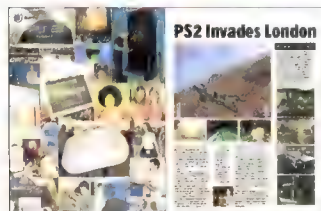
## PLAYSTATION2 LAUNCH • 94

It's finally here. Oct. 26 is going to be one of those days that credit cards were made for. Our first look at the system, the games you really want to have a look at, and the DVDs that truly demon-



## X GAMES • 42

Men who hurt themselves off walls while riding pits of wood, metal and plastic talk about the X Games, along with the effect that video games are having on the sport. Mat Hoffman even claims that his video game likeness is better than he is.



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Major UK publishers and developers are excited about the European launch of the PS2. We look at the news, gossip and pictures of both babes

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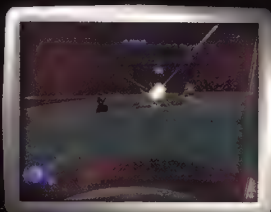
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Dragon Valor	161	Team Buddies	170
ECW Anarchy Rule	161	Team Buddies	170
Eternal Eyes	161	Team Buddies	170
GoldenEye: Dark	161	Team Buddies	170



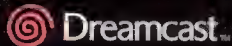
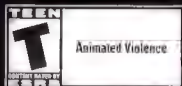
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With the power of the Force and your trusty Jedi lightsaber, you must deflect, defeat and destroy legions of Trade Federation droids, Sith assassins, alien creatures—and ultimately, Darth Maul himself! The Jedi are now coming to Sega Dreamcast—to take advantage of its power and offer some new surprises! Find out more at <http://jedipowerbattles.lucasarts.com>.



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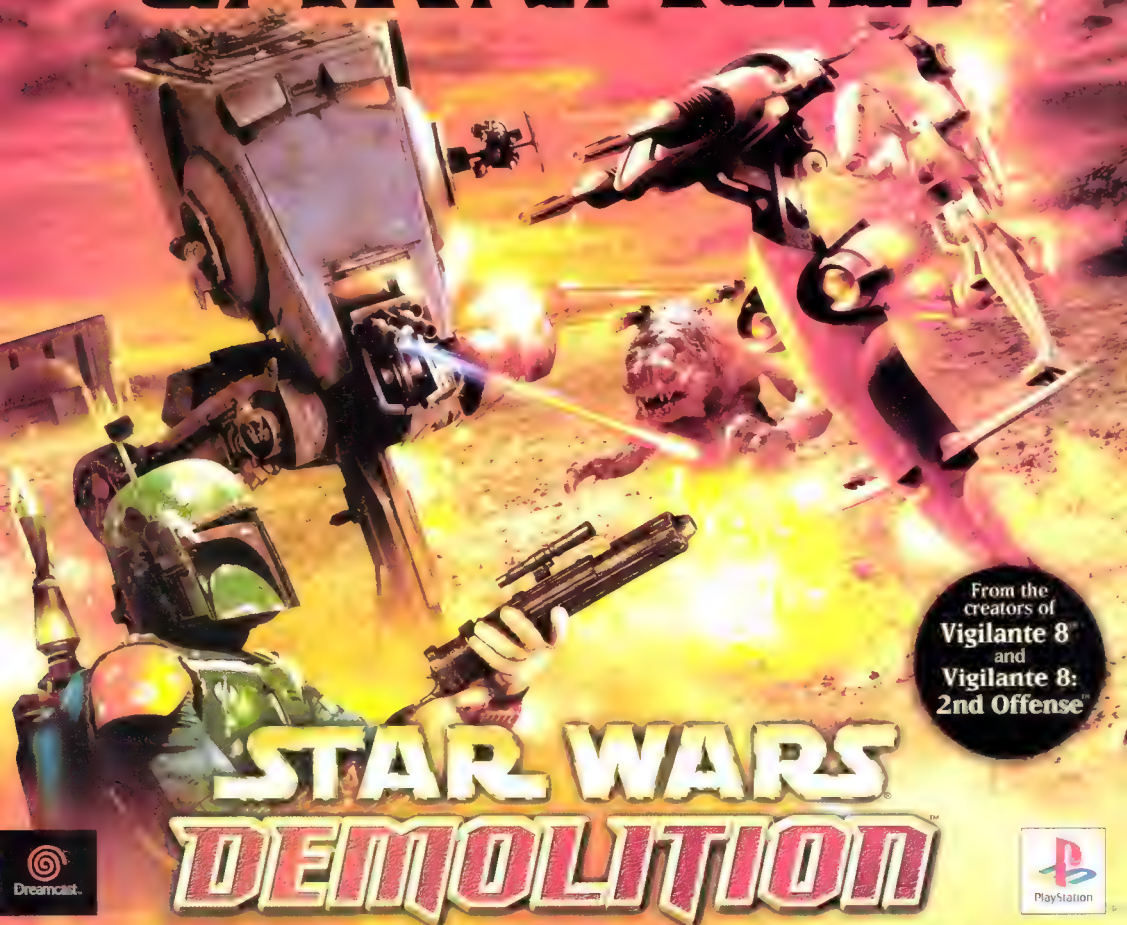
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A long time ago in a galaxy far, far away...

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PC



PLAYERS





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GOT THAT KINDA GAME? BRING IT IF



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THIS CENTURY. NEXT CENTURY  
AND THE CENTURY AFTER THAT.

IF IT'S IN THE GAME, IT'S IN THE GAME.™

EASPORTS.COM AOL KEYWORD: EA SPORTS



## Non-Playable Demos



### Cool Boarders 2001

Players: 1-2 • Availability: November  
Developer: Q80 Studios • Publisher: SCEA • Genre: Sport



### Driver 2

Players: 1-2 • Availability: November  
Developer: EA • Publisher: EA • Genre: Action



### Star Wars Demolition

Players: 1-2 • Availability: November  
Developer: EA • Publisher: EA • Genre: Action



### Final Fantasy IX

Players: 1 • Availability: November  
Developer: Squaresoft • Publisher: EA Square • Genre: RPG

## Next Month's Demo Disc

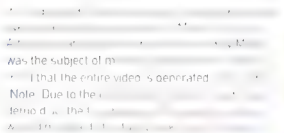
### Playables:

Disney's The Emperor's New Groove, Madden NFL 2001, Matt Hoffman's Pro BMX, MTV Sports: Pure Ride, Star Wars Demolition

### Non-Playables:

Muppet Race Mania, 102 Dalmatians

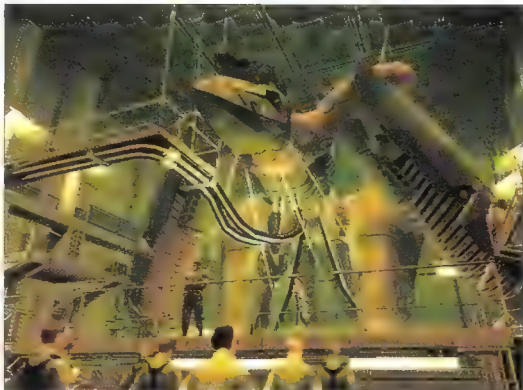
## Metal Gear Solid 2: Sons of Liberty



Top: Admittedly inspired by *The Matrix*, producer Hideo Kojima adds a nice bullet ripple effect  
Above: The Legend returns... with new stealth camo



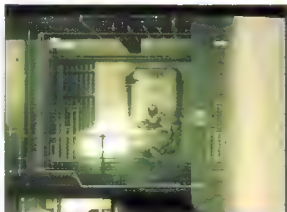
You just can't keep a good soldier down. The world is once again in need of Solid Snake, and a new chapter in the Metal Gear saga is born. Plot details are still shrouded in secrecy, but the trailer reveals that information on Metal Gear was leaked to the black market, and the units are now spreading as terrorist weapons. What can stop them? A new Metal Gear, of course.



The new Metal Gear, which carries the unfortunate name "Ray," was built to combat terrorist armies of Metal Gear Rex units.



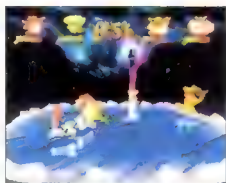
Top Right: The new Metal Gear  
Above: Genome soldiers get an IQ boost  
Right: A silhouette from the past appears





## Crash Bash

Crash Bash is a fun, fast-paced party game that's perfect for a group of friends. It's a 3D platformer where you control Crash Bandicoot and his friends as they compete in various mini-games. The game is designed for a local multiplayer experience, with up to four players competing against each other. The mini-games are varied and creative, ranging from platforming challenges to racing and puzzle-solving. The graphics are colorful and cartoonish, fitting the game's lighthearted theme. The music is catchy and adds to the fun atmosphere. Overall, Crash Bash is a great game for a party and is highly recommended for anyone looking for a fun, multiplayer experience.

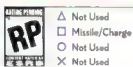
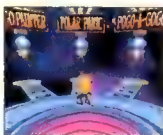


### Cruelty-Free Gaming

Peter Dinklage For Pogo: PaINTER, a good rule of thumb is to avoid playing violent games. PaINTER is a game where you control a character who is a polar bear. The game is designed to be a cruelty-free alternative to violent games. It's a platformer where you control a polar bear named PaINTER as he jumps and runs through a colorful, cartoonish world. The game is designed to be a cruelty-free alternative to violent games, with no violence or gore. It's a fun, lighthearted game that's perfect for a family or a group of friends.

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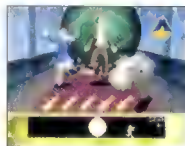
△ Not Used  
□ Missile/Charge  
○ Not Used  
× Not Used

L1 Not Used  
L2 Not Used  
R1 Not Used  
R2 Not Used

Players: 1 • Availability: November • Developer: Lizard • Publisher: New Computer Entertainment • Genre: Platform

## Incredible Crisis

Incredible Crisis is a 3D platformer game where you control a character who is a polar bear. The game is designed to be a cruelty-free alternative to violent games. It's a platformer where you control a polar bear named PaINTER as he jumps and runs through a colorful, cartoonish world. The game is designed to be a cruelty-free alternative to violent games, with no violence or gore. It's a fun, lighthearted game that's perfect for a family or a group of friends.



△ Not Used  
□ Not Used  
○ Not Used  
× Action

L1 Not Used  
L2 Not Used  
R1 Not Used  
R2 Not Used

Players: 1 • Availability: September • Developer: PaINTER • Publisher: Lizard • Genre: Platform

## Jarrett & LaBonte Stock Car Racing

Jarrett & LaBonte Stock Car Racing is a 3D racing game where you control a stock car. The game is designed to be a cruelty-free alternative to violent games. It's a racing game where you control a stock car named Jarrett & LaBonte as it races through a colorful, cartoonish world. The game is designed to be a cruelty-free alternative to violent games, with no violence or gore. It's a fun, lighthearted game that's perfect for a family or a group of friends.



△ Change Camera  
□ Brake/Reverse  
○ Handbrake  
× Accelerate

L1 Show Damage  
L2 Shift Down  
R1 Race View  
R2 Shift Up

Players: 1 • Availability: October • Developer: Jarrett & LaBonte • Publisher: Lizard • Genre: Racing

# SHEEP

Eat  
More  
Pork

Wear  
More  
Leather



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This ad is a parody, and is for entertainment and amusement only. Duh  
UK: Ltd



DEMO DISC

## Spyro: Year of the Dragon



The third installment of the popular 3D platformer triplets—and the spunky dragon looking better than ever. This time around, Spyro

the dubious task of collecting kidnapped dragons while saving a unique little

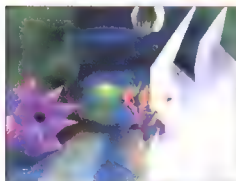
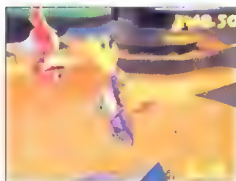
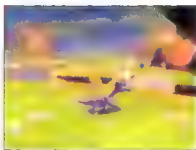
A new cast of characters joins in his adventure, and it's



dragons' hand. In this, the most recent installment, the game

graphics and a framerate that

proficiency.



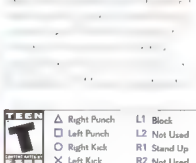
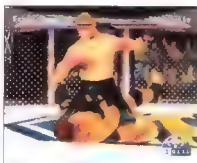
- △ Change Camera L1 Reset Camera
- Run L2 Camera Left
- Flame Attack R1 Reset Camera
- × Jump (glide) R2 Camera Right

Players: • Availability N  
• Developer  
• Publisher SCEA • Genre

## Ultimate Fighting Championship

Somewhere between the real and the virtual, the Ultimate Fighting Championship (UFC) is a

the UFC is a



- △ Right Punch L1 Block
- Left Punch L2 Not Used
- Right Kick R1 Stand Up
- × Left Kick R2 Not Used

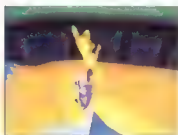
## The Anatomy of a Trick

The skateboarding minigame in Spyro: Year of the Dragon contains a pretty elaborate trick system. Once you finish the difficult challenge, you're encouraged by the local skate

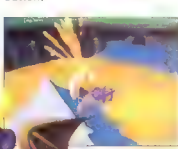
pro to test out your skating prowess.

You can either flip (with the

Triangle button)



...or you can spin (with the X



If you're really gutsy, try the mysterious "SpinFlip," a trick that exists only in theory.

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Mike Iyau  
**CHIEF BUSINESS STRATEGIST**  
Wes Harris  
**DIRECTOR OF OPERATIONS**  
Ryan Ramirez  
**SPECIAL THANKS**  
Jon Manahan • Michael Manahan • Kathleen Lynch • Karen Bornowicz • Kerry Hopkins • Riley R. Russell

Players: 1-2 • Availability:  
• Developer: Op • Publisher:  
Crave • Genre: Fg



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**2ND PLACE** 2000 WINTER X-GAMES SLOPESTYLE

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CAR'S REVOLUTIONARY AIR  
FEATURING A BUILT-IN PUMP  
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USED TO PRE-TUNE THE TIT**

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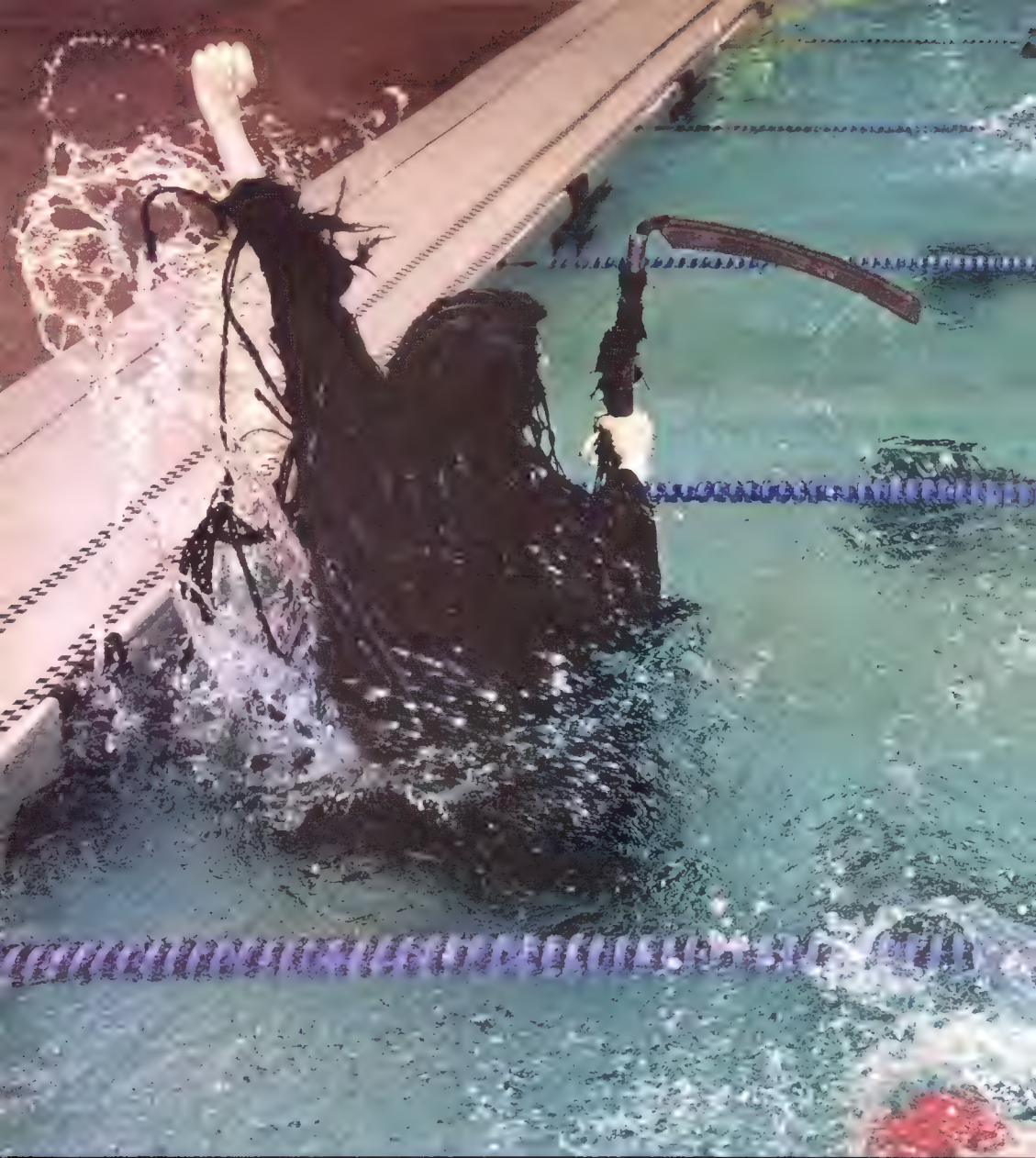
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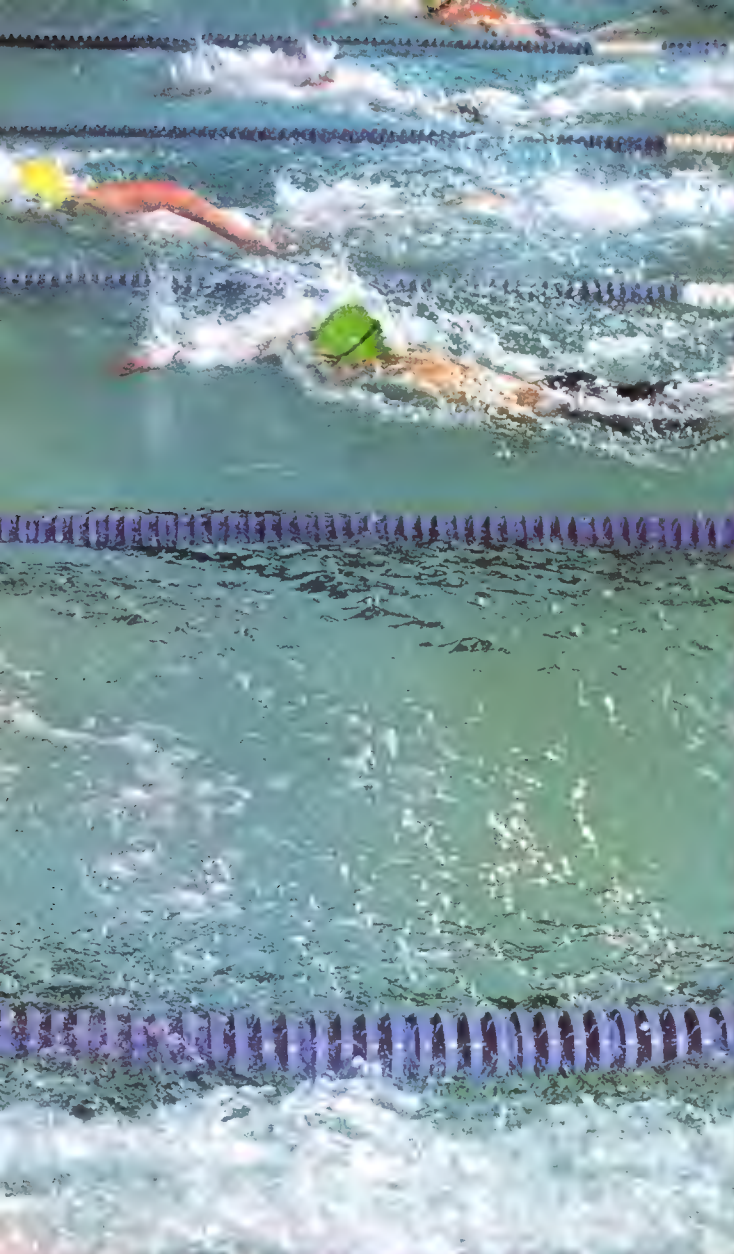


EIDOS

FREE  
RADICAL







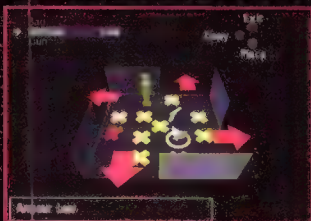
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Spend quality time getting to know the brutal quirks of all 30 playable characters.



Enjoy the blistering speed of 60 frames per second with as many as four players.



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Race with what's  
under the hood.

Win with what's  
strapped on top.

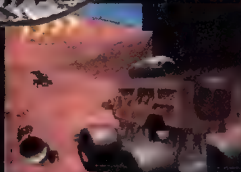
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for maximum firepower.



Transform through portals  
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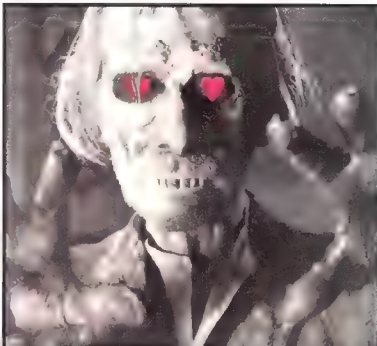


Blast your way through  
with all the hard-core  
weapons you find.





Take it to the Extreme! Modify then race one of eight customizable cars through some of the toughest tracks! Transform your vehicle to handle the terrain. But to win, you need fire power. Pick up machine guns and missile launchers to knock your opponents out! Because in this game, the best way to win is to make sure the other guys don't finish at all! Available late November.



## LETTER OF THE MONTH

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write the Letter  
of the Month?

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## Take Over the Industry!

industry (DPM 36), I must say I was thor-  
oughly impressed. I was particularly  
impressed by the fact that the  
company had been able to  
achieve such a high level of  
performance in such a short  
time. I was particularly  
impressed by the fact that the  
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performance in such a short  
time. I was particularly  
impressed by the fact that the  
company had been able to  
achieve such a high level of  
performance in such a short  
time.

**Michael Yates**  
Marketing Director

Over the years we've managed to ruffle a few feathers in the industry with some of our comments, and this article was no exception. What's more important, though, is that all of you have a chance to say what you'd like to see happen to games. Check out page 62 for some of your thoughts, desires and concerns, and make sure you continue to send us your e-mails on this topic. The more you get your voices out there, the more likely it is that the industry will respond to your needs.

## Foot Fetish

feet? If yes, please e-mail me at  
**Chongji69@aol.com**

That's the charming and talented Jennifer Whitesides, the managing copy editor of our sister magazine *Electronic Gaming Monthly*. And while she does have pretty feet, we're certainly not sending you a pic...

## Mad for Maze Madness

mkiker2089@vnet.net

One of the nice things about our demo disc is that it gives you a chance to try out games you might never have considered otherwise—regardless of what we might say. For more on Ms. Pac-Man Maze Madness, check out this month's review.



## Politics of Fear

pita500@hotmail.com

Silverbolt@atopsite.com

Mystery solved. It's not because he deeply cares about family values. And it's certainly not for political gain. Nah, it's just because Mr. Ryan has a difficult time with zombies and monsters that he's decided to speak out against violent video games. Glad we got that all figured out.

## Pissed Off



Did you try building a bigger bathroom to accommodate our fine magazine?

TomPeabody@aol.com

## ...and Supply

Eric Russoniello

TomPeabody, meet Eric Russoniello. Eric, do us a favor and see if you can help Tom (as well as 48 other distraught fathers) keep his head attached to his neck.



This month you discuss PS2 games. Which will you buy first? Which won't you buy at all? Next month, tell us which gaming classics you'd most like to see remade for the PS2. E-mail your thoughts to [OPM@ziffdavis.com](mailto:OPM@ziffdavis.com). Mark your notes **PS2 Classic**

Albert Chin

Russ Grable

**Fred Rodriguez**

Chris Cotto

## CAPTION CONTEST



WINNER!

Tisjumbo@aol.com



**NEXT MONTH**

## QUICK HITS

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1

**Chlorine** is a yellow-green gas with a strong odor. It is highly reactive and can cause severe respiratory irritation and damage to the lungs. It is commonly used in water treatment and as a disinfectant.

**KEY WORDS:** aging; aging-related changes; aging-related decline; aging-related increase

Mr. Speaker, I am pleased to have the opportunity to discuss the importance of the American people's right to privacy. The American people have a right to privacy, and it is the responsibility of the government to protect that right. The government has a duty to protect the privacy of the American people, and it is the responsibility of the government to ensure that the privacy of the American people is protected.

**Chlorine**  
**Sodium**  
**Hydrogen**  
you can  
see it  
you can  
see it  
Sodium  
Hydrogen

2000-2001  
 2001-2002  
 2002-2003  
 2003-2004  
 2004-2005  
 2005-2006

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# DOMINATOR

## PLAYSTATION

"Who wants to play a game where you control a pink latex-wearing midget who only covers 1 cm of the screen?"

## Down With Driller!

What's more lame than all these lame-a game... Mr. Driller? Well, I think someone actually thinks this game was great reviews by you guys and make a money? I think with the graph cs the Sony PlayStation can show you should take advantage of it and make more games like Metal Gear Solid and Tony Hawk's Pro Skater. Who wants to play a game where you control a pink latex-wearing midget who only covers about 1 cm of the screen? And believe you me that doesn't cover much of my TV screen. Now let's talk about Sheep Whoopy #1% #05 Doo. You have to lead bunch of sheep through obstacles. Well, the fun in that? Maybe if you added some freaky animal covers and some more weapons, it would make the game that much better. I also read that you guys waste your time reviewing that shit. For instance, you guys wasted a whole page in the September issue, explaining the state to Mr. Driller. I could beat that game with a joystick. Well, that's all I gotta say. Peace out.

Drew Davis

SuPerMAn122@a...



## READERS' MOST WANTED

1. Final Fantasy IX
2. Metal Gear Solid 2
3. Tony Hawk 2
4. Chrono Cross
5. Madden NFL 2001
6. Soul Reaver 2
7. Silent Scope
8. Tekken Tag Tournament
9. Spider-Man
10. Gran Turismo 2000

E-mail your most wanted just to: [OPM@ziffdavis.com](mailto:OPM@ziffdavis.com). Mark the subject: **MOST WANTED**

Mr. Driller lame?! Look at him, Drew. LOOK AT HIM!! Feel Mr. Driller's love. Let his warm spirit and gentle goodness penetrate your hardened shell. Give yourself over to the exquisite pleasure of his mighty drill!! And, Drew, about your comment on Mr. Driller's small stature—you of all people should know that size doesn't matter. Peace out.

## THE SOAP BOX

I recently purchased a different game magazine, and when I read the review section I was horrified to see that they had given Spec Ops a 4/5 score! I rented the game so I could try to see things from their perspective, but I kept coming to the same conclusion: This is a total piece of crap! Thoughts that came to mind while playing Spec Ops are akin to, "Every one who owns a PlayStation should send hate mail to the idiots who published this sh— or buy a copy just for the pleasure of burning it."

Your review (OPM 34) was right. This game deserves a -500! Jeez, I'd rather have acid poured on my head and have a dog gnaw on my crotch than play any more of this crap!

The people who made Spec Ops should be ashamed of themselves. It's an insult to PlayStation owners everywhere.

Andre Clement

[andrcd@hotmail.com](mailto:andrcd@hotmail.com)

Got something you want to rant about? Get on our soap box and vent. E-mail us at [OPM@ziffdavis.com](mailto:OPM@ziffdavis.com) and mark the subject line SOAPBOX.



## Solid Concern

The problem with a fight to the death is, we'd have five dead editors on our hands—and maybe a few dead art directors as well, since just about everyone here will want a crack at MG52. We're not sure what we'll do, but until we figure it out we'll be gazing slackjawed at the video of this game. Check it out for yourself on this month's demo disc!

Tony Mercer

[tonym@ziffdavis.com](mailto:tonym@ziffdavis.com)

## The Reader Art Challenge



Jeff Welborn  
Shreveport, LA

Each month we pick one exceptional piece as our Reader Art of the Month. The winner will have his/her piece published and will receive a new game or game-related item in the mail—so include your mailing address with all submissions. Congrats to this month's winner, Jeff Welborn—although our runners up gave us some equally impressive art works!



Andy Madolera  
Wahiawa, HI



Brandi Giacchetta  
Alberta, Canada

## QUICK HITS

**TASTES LIKE...**  
I already breaded my chocobo. What now?  
[neolantius@hotmail.com](mailto:neolantius@hotmail.com)

Deep try it and eat it, of course.

**DUH**  
Is Chrono Cross really that good?  
Peter Le  
[quc\\_sado@yahoo.com](mailto:quc_sado@yahoo.com)

Yes

**CLOUDY THOUGHTS**  
Why didn't Cloud (from FFVII) just give Aeris a Phoenix Down at the end of disc one?

Jay Davis  
[jaythefi@ymail.com](mailto:jaythefi@ymail.com)

He probably wasn't thinking straight because someone ate his prized chocobo.

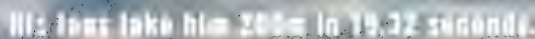
**DIE, DIPSY!**  
On your August demo disc I have a question: I have played the Teletubbies game for hours, but I can't figure out how to kill them.

Chip Henson  
[sabrya@earthlink.net](mailto:sabrya@earthlink.net)

If you do figure it out, be sure to let us know first!

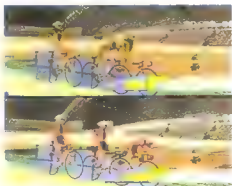
## Official Contest and Sweepstakes Rules





## How fast are your fingers?

An aerial photograph of a person in a red and yellow kayak on a river. A grid is overlaid on the image, and a yellow arrow points to the person's head, indicating the location of the head-mounted display.



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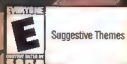


PLB, SHED BY

EIDOS

[illegible]

Whoever has the most toys wins.



Suggestive Themes



PlayStation 2

TM

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Out here, the goal is simple: accumulate as much stuff as possible. That's what it takes to win - that and a little skill, of course. And if you're expecting some "techie" game, play something else. *Swing Away Golf*'s about fierce competition. You star in an ongoing storyline where your talent and personality develop each time you play. But stay on top of your game, because the better you get, the tougher the courses get. Make opponents jealous with envy, as you compete to be the most decorated player on the links.



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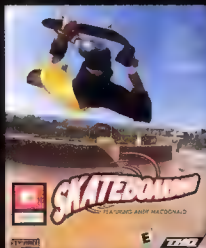




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# PS2



## SO WHAT HAPPENS WHEN YOU TURN ON THE PS2?

Well, first, of course, you have the nifty new start-up sequence (far right), and if you have a PS1, PS2, or DVD disc in the system it will automatically load. But if there's nothing in the system, or the drive tray is open, you go to the new system menu where you have three choices: Browser, System Configuration, and Version.

## THE BROWSER

No, not Netscape—this isn't that type of Browser. This is where you mess with everything hooked up to your PS2: Any memory cards, PocketStations, DVD video discs, audio CDs, PS1 or PS2 games in the system will appear here as little icons. If you select a memory card, you will go to the memory card management screen: Select any software and it will load. Presumably other peripherals, such as hard drives, modems, and other extras will also be accessed through here in the future.

## UTILITY DISK

The only CD that comes packed in with the PlayStation2 isn't a bunch of game demos (as was previously promised), but more or less an electric version of the instruction manual. It walks you through the use of various parts of the hardware, and also includes a short sample of DVD video and the PS2's DVD player driver so you can reinstall it to your memory card if you need to.

The controller ports and memory card slots, all the same size and shape as on the original PlayStation. Only two sets? Yup. Sony says they didn't include more controller ports in order to keep costs low.

The good ol' PlayStation logo, which you can rotate easily to suit a vertical or horizontal configuration.

The light in the Reset button glows red when the system is idle, and green when it is active. The eject button has a blue light that flashes when the drive is opening or closing.

You might recognize these little buggers called USB ports—they come standard on modern PCs. All kinds of peripherals—mice, keyboards, scanners, printers, cameras, hard drives—can plug in here, quick and easy.

## SYSTEM CONFIGURATION

Here's where you can customize your system's settings: change the language for the menus to Japanese or English, the time and date (yes, the PS2 has an internal clock), turn the digital audio out on or off, set the component video out to RGB or Y Cb/Pb Cr/Pr, and finally adjust the screen ratio to full screen or the letterboxed 4:3 or 16:9 ratios.

## VERSION

These are the programs that run various functions inside your PS2, and will surely be upgradeable in the future. The list on the system as it stands now is browser, CD player, PlayStation driver and DVD driver, all of which are version 1.00 (not surprising since this is from one of the first PS2s off the production line!). You can't really do much here yet, except for one very important, very cool setting under the PlayStation driver, where you can adjust the PS2 to play your PS1 games with faster loading and smoother textures.

## BOOTY CALL

On bootup, four colored lights (purple, red, blue, and green) swirl around a dark blue mist, with any number of transparent cubes scattered about—the number of cubes seems to increase the more you play your PS2. After a couple of seconds and a loud tone, the "camera" zooms into the mist, and your disc loads. Huzzah!

Here we have a pic of the PS2's CD player interface (top)—unfortunately even more boring than the PS1's. Next is a shot of a system settings screen (middle), which keeps up the "clear crystal and swirling lights" motif of all the system menus. And finally we see what the browser looks like (bottom), with a memory card, PocketStation and DVD in the PS2, all represented by icons.

Two different stands went on sale along with the PS2 in Japan, a horizontal and a vertical stand. The horizontal stand (about \$9) lays under the PS2 and really doesn't do much except look nice, while the vertical stand (about \$14) stabilizes the PS2 so it can stand on one end and save space.

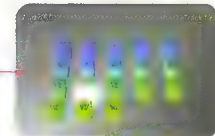
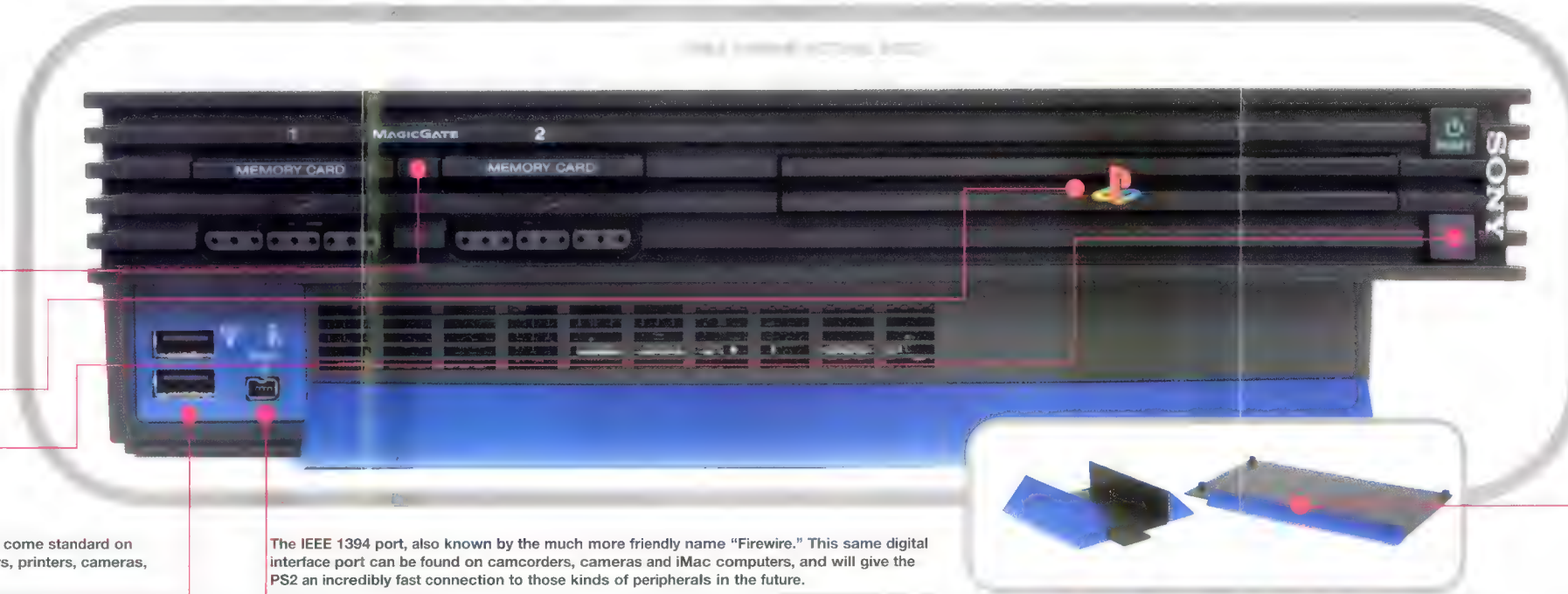
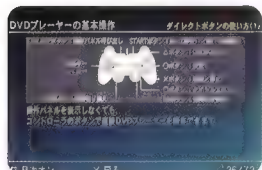
that fundamentally changes society in the same way the printing press did."

# THE SYSTEM

Trip Hawkins, CEO of 3DO, on the PS2 to NEWSWEEK

## THE DVD MOVIES

Unlike the Japanese PlayStation2, which requires a memory card file to play DVD movies, the U.S. version allows you to watch your favorite flicks right out of the box. If you've yet to watch a movie on DVD, you'll immediately see the giant increase in visual quality that it offers. And don't forget all those nifty extras such as trailers, behind the scenes footage and director's commentary, that can be found on many DVD releases.





COURAGE

SKILL

HONOR



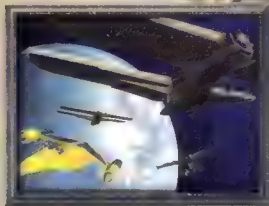
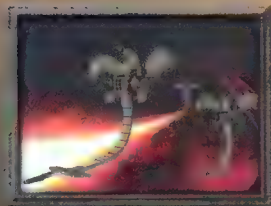
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SPIN

PS2  
PlayStation 2

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PSone

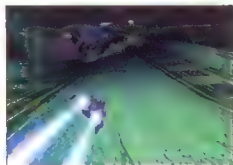
MEMORY CARD

MEMORY CARD

Welcome to Koto



# PS2 Invades London



## Top Five Coolest ECTS Happenings

- 1 New MGS2 trailer
- 2 Jamiroquai at the Sony party
- 3 Gran Turismo 2000
- 4 Free drinks at Empire's booth
- 5 Sony's Phil Harrison getting engaged on the plane to ECTS... and being congratulated by Angelina Jolie, who happened to be sitting nearby



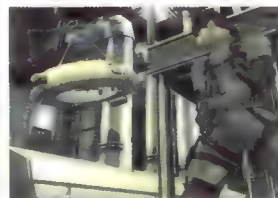
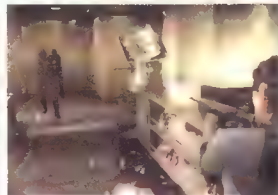
Gran Turismo 2000

Dropship

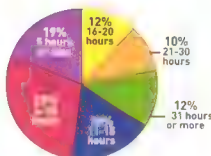
WipeOut Fusion

Red Faction

## New Metal Gear Solid 2 Trailer



**OPM  
Reader Poll**  
How many hours  
do you spend  
playing video  
games a week?



## Dragon Quest VII Releases in Japan

The latest installment in the insanely popular Dragon Quest series was recently released in Japan. And to no one's surprise, people bought it.



Dragon Quest game is met with tremendous excitement upon release in Japan, and Dragon

Quest VII is no exception. The game was released in Japan on September 14, 2000, and it was a massive success.

The game's success was due to a combination of factors, including its long history and the quality of the game itself.

Dragon Quest VII is a role-playing game that features a unique story and a variety of gameplay elements.

The game's success was also due to the fact that it was released during a time when the RPG genre was still popular in Japan.

Dragon Quest VII is a game that has captured the hearts of many players, and it is a testament to the enduring popularity of the Dragon Quest series.

Strange but true In the past, the Japanese government has requested that Enix release Dragon Quest games only on weekends, fearing that too many children would skip out on school to buy a copy.



## The New Blood

Ghost in the Shell makers prepare new movie and game

The makers of the 1995 anime film Ghost in the Shell are preparing a new movie and a new game. The new movie, Ghost in the Shell 2: Innocence, is set to be released in Japan in 2001. The new game, Ghost in the Shell: The Motion Picture, is a role-playing game that is also set to be released in Japan in 2001. The makers of the original Ghost in the Shell movie, Studio Production I.G., are also working on a new anime series, Ghost in the Shell: The New Blood, which is set to be released in 2002.

## C-12 Wows Audiences at ECTS



The game C-12 is a first-person shooter that is set in a futuristic world. The game features a variety of weapons and a challenging level of difficulty.

C-12 was released in Japan in 2000, and it was a massive success. The game's success was due to its unique story and its high-quality graphics.

C-12 is a game that has captured the hearts of many players, and it is a testament to the enduring popularity of the C-12 series.

C-12 is a game that has captured the hearts of many players, and it is a testament to the enduring popularity of the C-12 series.

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## Fifth Element Racing



Kalisto is currently planning a new racing game based on the taxi cab scenes from the movie *The Fifth Element*. You'll likely take the role of Bruce Willis and race in and out of flying traffic. The game is slated for PS one, but could end up coming to PS2 as well.

## OVERHEARD: CAPCOM ON PS2

"PS2 can handle 2D games with no problem. Although we currently don't have any plans to, if demand is there, we will consider developing 2D games for the system. I think it's more of a platform for so-called Digital Entertainment Software than a platform for video games. We are making excellent progress with the PS2 titles we are developing."

—Capcom's Noritaka Funamizu (Marvel vs. Capcom 2, Power Stone, SNK vs. Capcom) shares his thoughts on PS2



# TOMB RAIDER CHRONICLES



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Lives On



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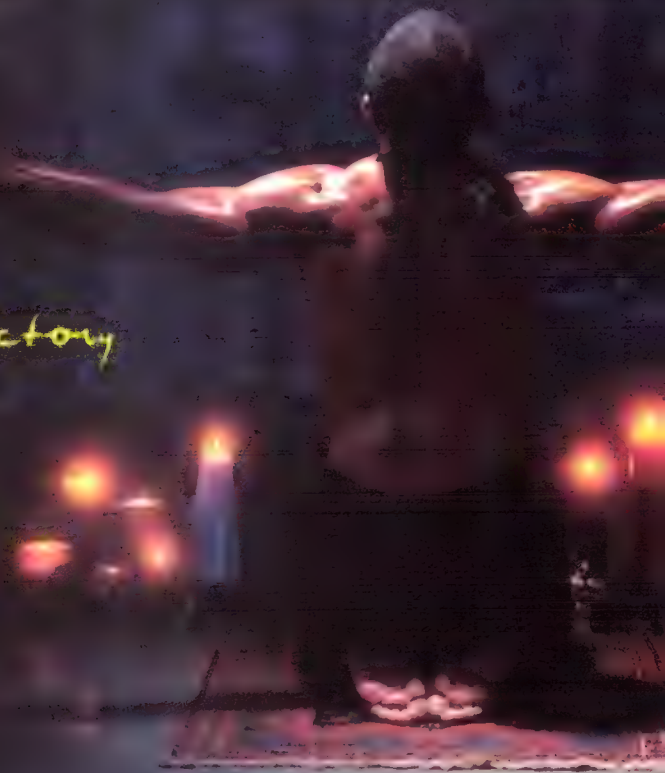
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PlayStation 2



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"The X Games have become an incredible platform for the world's greatest athletes to shine. Being able to put a little more of kickass into sports, that's what it's all about. It's a great mix of adrenaline and fun."

—Andy Macdonald  
X Games Skateboarder



Andy Macdonald

"I can't wait for the day that we're all competing virtually through video game simulations. I could really throw down some sh-t then! And why the hell can't I pull no-handed rocket 540s like I can in my video game? My animation is kicking my ass!"

—Mat Hoffman  
Mat Hoffman's Pro BMX

# X GAMES XCHANGE

In August, during the X Games in San Francisco, we plucked some of the brightest X-athletes who double as PlayStation daredevils. If you look down the list of medalists on ESPN.com, you'd be hard pressed to find a name not linked with a PlayStation game. Here's what the athletes had to say about the X Games' popularity explosion and the PlayStation crossover.



"The X Games is one of the biggest events in the world, and it's a great platform for athletes to shine. Being able to put a little more of kickass into sports, that's what it's all about. It's a great mix of adrenaline and fun."

—Mat Hoffman  
Mat Hoffman's Pro BMX

"I love playing games. Being a part of the X Games is a great experience. I can't wait for the day that we're all competing virtually through video game simulations. I could really throw down some sh-t then! And why the hell can't I pull no-handed rocket 540s like I can in my video game? My animation is kicking my ass!"

—Mat Hoffman  
Mat Hoffman's Pro BMX





Even though a lot of these things may be impossible in real life, that's what makes them so fun. In the PlayStation game, you just go through the levels and watch as you go. It's kind of like watching game characters pull through because you hit the right buttons.

—Tony Hawk  
Tony Hawk's Pro Skater 2

"I never imagined [Tony Hawk's] Pro Skater would take on the life it did. I just thought it would be a popular game for skaters, and that's what I set out to do: make a fun game for skaters."

—Tony Hawk  
Tony Hawk's Pro Skater 2

"In the X Games you're taking the best of the best and placing them into one competition for bragging rights. At the end of the day you know who the best person in the world is. And PlayStation is a great way to see the best athletes. Kids who you've never seen come up and say that you're their favorite person in a game and ask for your autograph. There's no better feeling in the world."

—Mike "Rooftop" Escamilla  
Mat Hoffman's Pro BMX

"I don't know if there's a crossover between the X Games' popularity and how popular the PlayStation games have gotten. I just think the X Games brought these sports attention, and the fastest way to feel like you can do these sports is to play video games that mimic them."

—Mike "Rooftop" Escamilla  
Mat Hoffman's Pro BMX



Gimme some sugar, baby

## LEONARD HERMAN 3 STEPS TO SUCCESSFUL COMPATIBILITY

I applaud Sony's decision to make the PlayStation2 completely downwardly compatible with the original PlayStation. While this doesn't necessarily guarantee success on the part of Sony, it certainly is a step in the right direction. The belief is that since gamers could keep their existing software collection, they would be more apt to purchase the new one. However, compatibility by itself isn't a guarantee that a system will be successful (nor will a lack of compatibility ensure failure). The way I see it, there are three rules that a company should follow regarding compatibility that would ensure their system will be successful.



1) The new system must have built-in compatibility. After shelling out a small fortune on a new system, the last thing that a gamer wants to do is spend an additional \$70 on an adapter that will let them play games they already have a system for. A system that offers an adapter could be successful in spite of the adapter, not because of it, as the Atari 5200 and Sega Genesis have shown.

2) The original machine must be popular. If the console was popular, then compatibility is a good incentive for players to move up to the new machine without sacrificing any of their games from the old one. These gamers have invested a lot of money in their collections, and compatibility ensures that their investment is safe. Proclaiming that the new machine is compatible with an old unpopular machine won't attract much attention. If Tiger decides to release a game.com2, full compatibility with the original game.com won't increase its success rate one iota. Magnavox had planned to release an Odyssey3 that would have been fully compatible with the Odyssey2; the chances are good that it wouldn't have been a hit.

3) The new system must be compatible with the system that immediately preceded it. Atari's 7800 was fully compatible with the 2600, although the 5200 preceded it. By the time the 7800 arrived the 2600 was passé.

So the bottom line is that the secret to success is for a system to be fully compatible with a popular system that immediately preceded it. Before the arrival of the PS2, only one console in history had met this criteria, and that was Nintendo's Game Boy Color, the most successful console in gaming history. Sony should have nothing to worry about.

**Leonard Herman** is the author of several articles for *Electronic Gaming Monthly*, *Games Magazine*, and *videogames.com*, as well as a debut book on video game history, *Phoenix: The Fall & Rise of Nintendo*. He's currently working on a third edition, which he hopes will appear in early 2001.



## PS2 Keeps On Truckin'

It's the PlayStation 2 truck, the most popular attraction at the PlayStation 2 launch event. The truck is a mobile PlayStation 2 store, complete with a large screen displaying the PlayStation 2 logo and a large crowd of people gathered around it. The truck is a mobile PlayStation 2 store, complete with a large screen displaying the PlayStation 2 logo and a large crowd of people gathered around it.



### Word on the Truck

What games did you play on the truck and which was your favorite?



**Joe Wutsche**  
Played: Tekken



**Mike Kincade**  
Played: The Fight



**Matt Barnett**  
Played: Rik



**Sonny Hernandez**  
Played: Rik

Favorite: Tekken

Favorite: The Fight

Favorite: Rik

Favorite: Rik



### PS2 Truck Schedule

Dates	City
Oct 5-8	Rochester, NY/Rochester TechPark
Oct 12-15	New England/Rosson/TBD
Oct 19-22	New Jersey Area/Giants/Jersey Gardens
Oct 26-29	Queens/Tong Island/Jets/Bellmore Park
Nov 2-5	Pittsburgh, PA/Pittsburgh Park
Nov 9-12	Baltimore, MD/Steelers Stadium
Nov 16-19	Washington, DC/RFK Stadium
Nov 23-26	Charlotte, NC/Carrollands
Nov 30-Dec 3	Knox, TN/TBD
Dec 7-10	Greensboro, NC/Greensboro Coliseum
Dec 14-17	Atlanta, GA/TBD
Dec 21-24	Nashville, TN/Opry Mills
Dec 28-31	Birmingham, AL/TBD
Jan 4-7, 2001	Dallas/Fort Worth, TX/TBD
Jan 11-14	Dallas/Fort Worth, TX/TBD
Jan 18-21	Houston, TX/Astrodome
Jan 25-28	Houston, TX/TBD (Sage Bowl)
Feb 1-4	Austin, TX/Pro Bowl Round Rock Stadium
Feb 11-14	San Antonio, TX/Sao World Texas
Feb 15-18	Oklahoma City, OK/OK State Fairgrounds

\*Route & venues are subject to change

### WWW.PENNY-ARCADE.COM





# Gabby Goes Digital

The sports lineup of the PS one just

gained a new cover girl. Superstar

volleyball champion

Gabrielle Reece lends

her considerable talents

(not to mention her consider-

able physique) to Intergames' new

Power Spike Pro Beach Volleyball. In

addition to Reece, the game will

include more than 50 pros

from the Federation of

International Volleyball.

Check out this month's

Previews section for more!



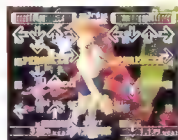
photo by Isiah Snyder. Cortes, O'Leary

## Get Ready to Boogie Next Year

Konami and Ubi Soft prepare to repeat the music game fad that swept Japan

Music games have been a staple of the Japanese video game market for years. Now, Konami and Ubi Soft are preparing to bring the fad to the U.S. market. Konami's Beatmania series has been a huge success in Japan, and Ubi Soft's Dance Dance Revolution series has also been a major hit. Both companies are looking to expand their reach into the American market with new titles and marketing strategies.

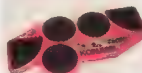
Ubi Soft also plans to release a new series of music games called "Dance Dance Revolution." The games are designed to be played on a dance pad, which allows players to move their feet in different directions to match the rhythm of the music. The games are also designed to be played in a social setting, making them a popular choice for parties and gatherings.



### Music Mania



**Guitar Freaks: Eddie Van Halen—eat your heart out! This game rocks.**



**Drum Mania: This PS2 game comes with the pad, a stand and sticks.**



**Beatmania: Ever wish you were a DJ? Here's your chance to scratch!**

Who's laughing now?





he WILL RISE AGAIN!

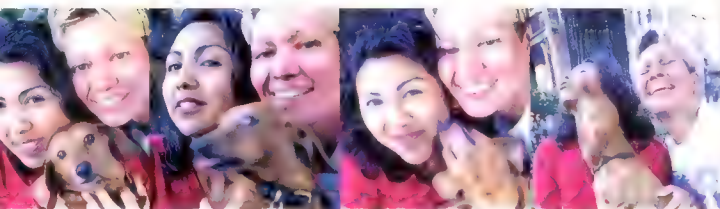
# THE MUMMY

NOVEMBER 2000



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## Couples who play together, stay together

The PlayStation2, upon us and everyone with a pair of hands, should be tapping into the new system. With that in mind, *Official U.S. PlayStation Magazine* continues to introduce gaming couples from around the country. This month we chatted with Chicago newsgirl Lori and a high school PE teacher and U.S. 200 who works in insurance and a fluid political science. They've been gaming together since they met, but when the competition gets heated, even their pictured pup doesn't get in the way.

**OK, so who's the better gamer?**

**Liz:** Lori.

**Lori:** Because I play more.

**Liz:** I hate that she's better than me.

**Lori:** Yeah, she tries not to act competitive, but she is.

**How did your gaming come about?**

**Liz:** She seduced me. She said that every time I lost, I had to look in the mirror and think about the modern version of strip poker.

**Lori:** Yeah, but I never lost. I cheat by putting my hand over the television that usually works.

**Has gaming interfered with or enhanced your relationship?**

**Liz:** I haven't interfered, but it's definitely helped me see other sides of her. I knew they were there, but I didn't know they applied to me. You find out real quick that a liar is a liar.

**Lori:** This from a woman who hides the controller so he can have another turn when it's his turn. I didn't know it was your turn.

**So do you play competitively?**

**Lori:** I guess I start that way, but it ends up that way.

**Liz:** She's really competitive.

**Lori:** So I started getting high scores then she kept getting higher scores.

**Liz:** God forbid I get a higher score. I'd then she has to change the game to a harder one.

**What do you think of the lack of gay characters in games?**

**Liz:** There aren't any blatant gay characters that are gay, but those who aren't are straight. Lara Croft, for instance. There are these tough, independent, strong women who are beautiful. Of course they're gay.

**Lori:** It's not even that they're closeted. As lesbians, we know they're lesbians. We all know Xenia is a lesbian. Liz, we don't need Ellen to know. **Lori:** Yeah, there's no fun in watching that. The challenge is figuring out the ones who act straight. Angelina Jolie, for instance, she's gay. And that just sets the tone for the Lara Croft movie that she's in.

**Are games too male-centric?**

**Lori:** Yes. As I need more girl games. And I don't want to wear any, I have to Apply Make-up games either. Liz, And did I tell you, when she puts the wrong outfit together.

**Lori:** More games with women playing.

### WE WANT YOU!

If you play PlayStation games with your spouse, we want to hear from you! Send us a letter telling us a little more about you and your gaming experiences together. If you are lucky you may find your ugly mug and gaming story in our magazine. If you're going to send a pic, only send duplicates; originals cannot be returned due to the volume of letters we get. Send stuff to: *OPM Couples* c/o Ziff Davis Publishing, PO Box 3338, Oak Brook, IL 60522-3338, or e-mail us: [OPM@ziff.com](mailto:OPM@ziff.com). If you're selected as the Couple of the Month you'll win a free game along with notoriety!



**Liz's Favorite Games:**  
Mortal Kombat,  
Centipede, Tomb Raider

**Lori's Favorite Games:**  
Centipede, Tony  
Hawk's Pro Skater,  
Fear Effect

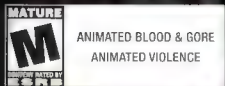
**What they'd love to see:**  
"Crazy Taxi on  
PlayStation2 would be  
excellent. Also, more  
old arcade games!"

Groovy

NAME'S ASH...  
HOUSEWARES

**MATURE**  
**M**  
ANIMATED BLOOD & GORE  
ANIMATED VIOLENCE

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**MATURE**  
**M**  
PARENTS STRONGLY CAUTIONED  
Some Material May Be Inappropriate for Children Under 17

ANIMATED BLOOD & GORE  
ANIMATED VIOLENCE

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# EVIL DEAD

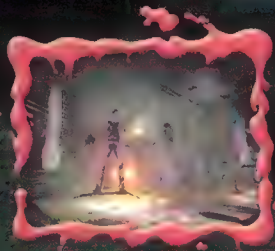
## HAIL TO THE KING

CHAINSAWS, BOOMSTICKS,  
AND DEADITES, OH MY!

SLICE AND DICE THE UNDEAD  
WITH A WEAPON IN EACH HAND.

FIGHT EVIL ACROSS THE SPANS OF TIME: FROM  
THE INFAMOUS CABIN TO ANCIENT DAMASCUS.

BEST OF ALL . . .  
BRUCE CAMPBELL AS ASH!



Screenshots from Sega Dreamcast



 Dreamcast

WINDOWS  
95/98



HEAVY  
IRON  
STUDIOS

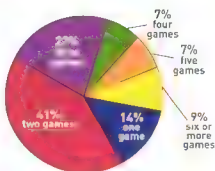


[WWW.EVILDEAD.COM](http://WWW.EVILDEAD.COM)

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**OPM**  
**Reader Poll**  
How many games  
do you plan to  
pick up with the  
initial purchase  
of PlayStation2?



## CHRIS GORE GET A REAL LIFE GAME

Like some gamers, I'm pretty skeptical. To me, the best games deliver experiences I could never get in the real world, like leaping high in the sky over deadly bad guys, blasting starships in a faraway galaxy, or soaring over dangerous lava to save the princess. I play games to get a taste of what it's like to do things that are otherwise impossible.

So, why would I want to play a game about skateboarding? Heck, I don't need a PlayStation controller to cruise on a skateboard in real life. I wasn't ready to love Tony Hawk's Pro Skater, and a buddy finally had to force me to play it. But the fact is, there's no way that I can perform the breathtaking stunts that are possible in this game. Its creamy control and addictive play make it a truly killer game. And it's taken the gaming world by storm with inevitable copycats. So, I'm convinced. It's a fact—skateboarding video games rock hard.

This got me thinking: Are there any other everyday activities that could be made into a game? How about a game called Water War? It would be a first-person shooter (or third-person, take your pick) in which teams throw water balloons and use mega-powerful squirt guns to blast each other soaking wet. It could actually be cool. Or how about a puzzle game based around cleaning up your room, called Clean Up Champion? It would be something like Tetris, but with dirty underwear, dirty socks, pizza boxes and soda cans (or beer cans, in some cases). Or Playground King—a game set in a playground in which you can climb on the monkey bars, swing on a swing set, go head first down a slide and play games like tag. You can even chase the girls! How about Junior High Dance Challenge, in which you ask girls to dance, then make the right moves at precisely the right time to impress them with your dancing skill? Could be a blast! Hey, that reminds me...I think I'll go play Um Jammer Lammy.

Chris Gore  
www.filmthreat.com  
New Movie, TV, and Music  
Interviews, Reviews, and More  
For Dummies  
www.bnetnetwork.com  
in his spare time  
www.ign.com  
www.1up.com  
The Web



## PlayStation Aptitude Test

Think you know your PlayStation games? Take the PlayStation Aptitude Test (PSAT) each month and see how good you really are.

- The PS one was released in the U.S. on:
  - \_\_\_\_\_
- Which of these four game characters was used in promotional material for the original launch?
  - \_\_\_\_\_
- The U.S. launch price of the PS one was:
  - \_\_\_\_\_
- The average age of a PlayStation owner is:
  - \_\_\_\_\_
- Which of the following was not available on the day of the U.S. PS one launch:
  - \_\_\_\_\_
- Which PlayStation character emerged first?
  - \_\_\_\_\_
- Which did Sony introduce first: analog control or rumble feedback?
  - \_\_\_\_\_
- How many PlayStations have been sold worldwide as of Q1 2000?
  - \_\_\_\_\_
- What does DVD stand for?
  - \_\_\_\_\_
- Take the number of kilobytes required for an SXX save file, divide by the number of buttons on the Dual Shock 2 that are NOT analog, subtract the number of megabytes on a PS2 memory card, and multiply by the number of fighting games available on the day of the Japanese PS2 launch.
  - \_\_\_\_\_

OPM@ziffdavis.com. M...  
PSAT

6.0 7.0 8.0 9.0 10.0  
1.0 2.0 3.0 4.0 5.0  
Answers

## OVERHEARD: WORKING DESIGNS

"As a publisher, you really couldn't ask for much more. Backward compatibility, DVD-movie playback, hard disk expansion, and great graphics are quite dreamy. While I was disappointed with many of the Japanese launch titles, it's been all cake and ice cream recently in Japan with some really amazing software finally hitting the streets."

—Vic Ireland of Working Designs (Lunar, Alundra, Silpheed) tells us what he thinks of the PS2

## DATA STREAM

**360 Pulled Over**  
Acclaim has cancelled Ferrari 360 Challenge for the PS2. According to the company, this was due to a recent decline in revenue. Word has it that some team members working on the project have also been let go. It's unfortunate—F360 was looking nice.



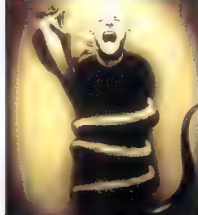
## MK5 Announced

Ed Boon, one of the creators of Mortal Kombat, has revealed that Mortal Kombat 5 is currently in the works. The arcade game will be released sometime in 2001 and is currently rumored to make use of the PS2-compatible arcade board known as System 246.



## Moby Waits

Following musical acts Blur, Chumbawamba and Robbie Williams, who've all lent their talents to the series in the past, EA has announced that Moby is working with the company on FIFA Soccer 2000 for the PS2. Moby will produce an exclusive song for the game.

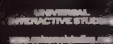




**BETTER  
CH OUT!**

**ONE MEAN  
INTERACTIVE  
GAME IS COMING  
THIS FALL.**

# THE GRINCH™



**Artificially Sweetened • nonfat**

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SPIN

YOU PICK  
WHO WINS!

# PS2 SURVIVOR

The fans have spoken. After a tidal wave of responses to our Survivor query, Sweet Tooth was the only unanimous loser, but Frogger wasn't far behind. Now, only eight Survivors remain. Much has happened since that first vote. Immunity challenges have been won and lost, and now the Dadongle and Shaka Dula tribes have merged. We've read the e-mails and present some of our favorites. If you want to win the PS2 Survivor Grand Surprise, cast four votes and send stories to [survivor@ziffdavis.com](mailto:survivor@ziffdavis.com) and tell us who will survive on the PlayStation2 and why!

## THE SHAKA DULA TRIBE



## THE DADONGLE TRIBE



Spider-Man has been babbling non-stop about his "Spidey-Sense." He seems to think everyone is out to get him. He was sleeping in a web hammock last night high up in one of the palm trees, until Spyro thought it would be funny to set the hammock on fire

Steve Majewski  
Denver, CO

"Those two trailer park trash ho's, Claire and Nina, won't give up the pie!" says The Rock.

d.c.darby@worldnet.att.net

I vote against Lara Croft. Simply put, I don't like the bitch. I am a guy and not gay!

deviath@yahoo.com

The Rock has quickly gotten on everybody's nerves. "Finally The Rock has come back to the campfire!" Then a minute

later it's "Finally The Rock has come back to the tent!" And since Sweet Tooth wasn't allowed to bring his truck, he used coconuts and sticks to make a small cart to run people over with

Jake Lacount  
buzzboy@deathstar.com

I vote against Claire Redfield. I'm a HUGE Resident Evil fan and have all the games on PlayStation, but if there are no zombies on the island, then screw her

Shaun Spivak  
SJoe1980@att.net

One day on the island, Crash made The Rock mad, so he took Gex and stuck him up Crash's butt. And Abe walks around naked for a few hours each day

nintendomike2000@yahoo.com

Arriving on the island, the two teams are separated by more than just distance. The Dadongle Tribe quickly sets up a defense perimeter against "umbrellas" and "raccoons"

under the direction of Claire Redfield, who quickly feels a connection with Solid Snake due to his military training. The Shaka Dula Tribe doesn't take itself as seriously. Lara Croft, Aya Brea and Chun-Li have taken to sunbathing despite the protests of Gabe Logan, who builds a shelter and complains that he's the one doing all the work. Frogger quickly notices the emblem on PaRappa's hat, and the two bond, spending hours rapping together

jcpetersen@home.com

Snake says to Claire Redfield: "Let's play army. I'll lay down and you can blow the hell out of me." She takes it seriously, and when Snake lays down she pulls out an M16 with grenade launcher attachment and fires. Snake, being the tough guy that he is, somehow survives the blast

TrunksFLI@aol.com

I vote against Claire Redfield. It's bad enough to be alone in pitch black—but to be alone in pitch black with someone who attracts zombies. I'd rather not

Hans Rosemond  
hantomba@mindspring.com



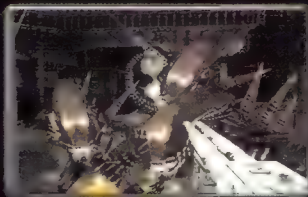
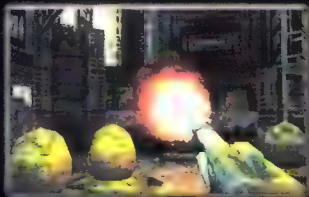
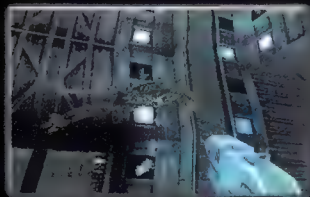
DON'T BE AFRAID OF  
THE DARK.

BE AFRAID OF  
WHAT'S IN IT.

"Alien Resurrection is the most technically  
superb game available on the PlayStation"  
*PSExtreme*

"Compelling gameplay and genuine tension set  
Alien Resurrection above all other FPS games."  
*Gamers Republic*

# ALIEN RESURRECTION



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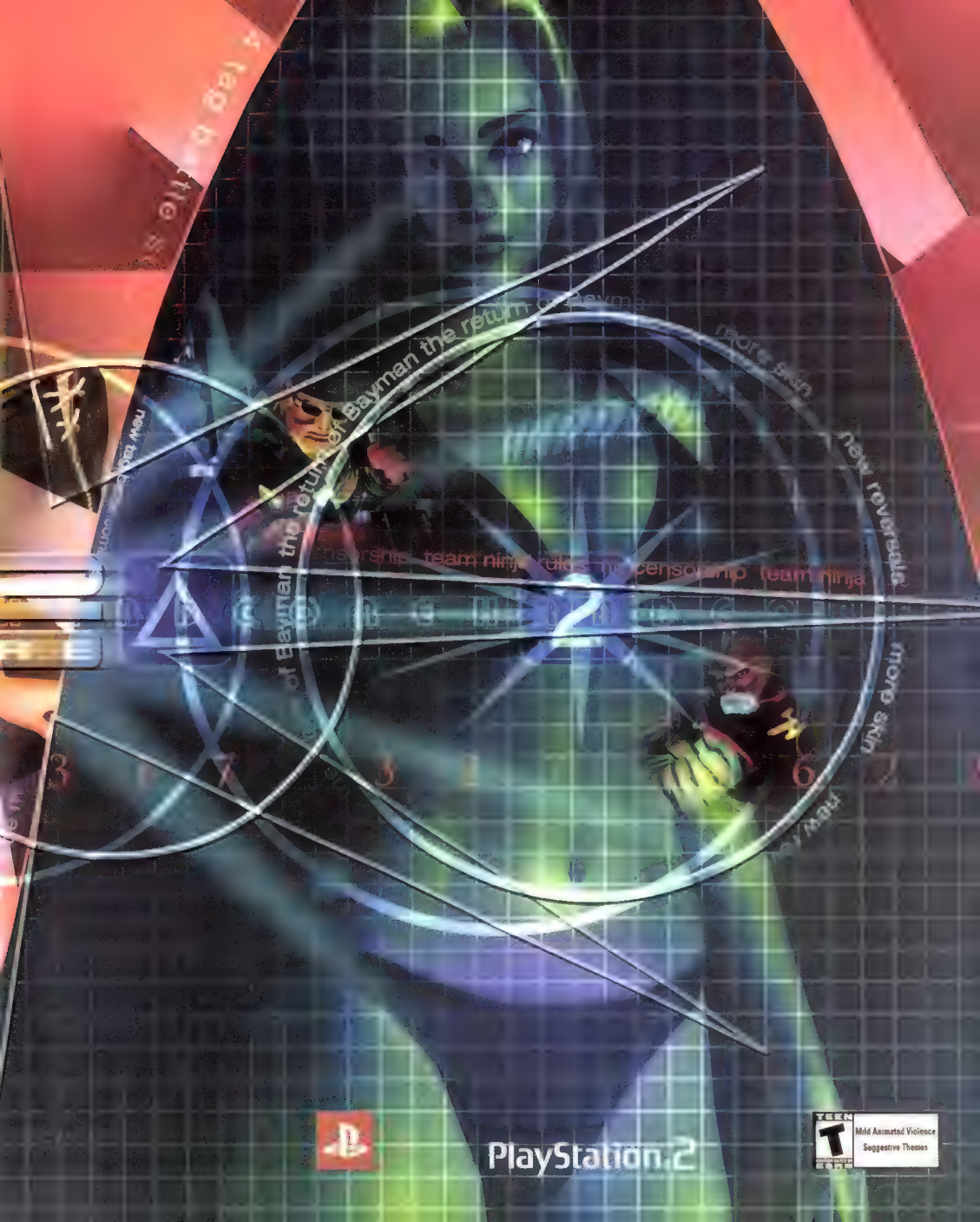
# DOA2

## HARDCORE

**TESTO** **RECUPERO**

of the Interactive Digital School





PlayStation 2



## HAVE FAITH IN BUFFY

Eliza Dushku, who plays the evil slayer Faith on the WB's hit series *Buffy the Vampire Slayer*, denied to *TV Guide Online* any rumors that she's being groomed to replace *Buffy* star Sarah Michelle Gellar. "Sarah is one of the hardest-working women I know," said Dushku, who is currently on view in the cheerleader movie *Bring It On*. It's still unclear as to the importance of Faith's role in Fox's upcoming *Buffy* game, and representatives refused to comment when we pushed them for further information.

[www.tvguide.com](http://www.tvguide.com)

## LARA'S BUDDY

Daniel Craig, who co-stars with Angelina Jolie in the upcoming *Tomb Raider* movie, told the *Empire Online* Web site that he took a risk signing on to the movie. "I have to do it, because it's an experience," Craig told the site. "I've never done something on this scale before. It will be nice to think if I do this film, I will have more of a choice as to what I do." Craig described his character as "an old flame" of Jolie's adventurer heroine, Lara Croft. "And he's a tomb raider. We go on adventures together. Use your imagination." For more info on the *Tomb Raider* movie and the forthcoming games on both PS one and PS2, make sure you check next month's issue.

[www.empireonline.co.uk](http://www.empireonline.co.uk)

## BLADE 2 GOES BANANAS

Wesley Snipes told *EW.com* that *Blade 2*, the sequel to his 1998 hit vampire movie, *Blade*, will go beyond the original. "All I can say about *Blade 2* is that it is bananas. Bananas!" Snipes told the site. Snipes added, "The first movie was child's play, because this time we're trying things that have never been done before." The sequel, which starts filming in February, will begin in Las Vegas, where the hero battles a new breed of genetically engineered supervampires. *EW.com* reported *Blade* will be forced to join with a desperate band of vampires who are also under attack. Activision's forthcoming game, set for release in November, is actually a prequel to the original movie—taking the total number of Wesley Snipes-inspired *Blade* stories up to four.

[www.ew.com](http://www.ew.com)

## STAR WARS: EPISODE II NEWS

Australian location shooting for *Star Wars: Episode II* has wrapped, according to the official *Star Wars* Web site. The production now moves to Italy and Tunisia for more photography. The last Australian shot took place on Aug. 25 at 4:45 p.m. The *Dark Horizons* Web site, meanwhile, reported a rumor that Hong Kong martial arts star Maggie Cheung (*Poetry in Motion*) will play "a warrior pupil of the villain" in the movie. Also, *The New York Post* reported gossip that Natalie Portman and Hayden Christensen—who play on-screen paramours Queen Amidala and Anakin Skywalker in *Star Wars: Episode II*—are an off-screen item as well. The newspaper cited unnamed sources saying the two 19-year-old stars are "crazy about each other."

[www.starwars.com](http://www.starwars.com)

[www.darkhorizons.com](http://www.darkhorizons.com)

## VOYAGER COMES HOME EARLY

Ethan Phillips, who plays Neelix on UPN's *Star Trek: Voyager*, told fans at a German *Trek* convention that the starship would make its way home before the end of the series, according to the SF Radio Web site. Phillips said that producers wanted at least a few episodes to deal with the homecoming of the long-lost starship back on Earth. There are still rumors that the much-lauded PC game by Raven, *Star Trek: Voyager Elite Force*, is ripe for conversion to PS2.

[www.sfradio.de](http://www.sfradio.de)

[www.sfradio.de](http://www.sfradio.de)

## CAGED GREEN GOBLIN?

Nicholas Cage was rumored to have been talking with the makers of the *Spider-Man* movie about playing the Green Goblin. "He'd be a great Green Goblin," *Spider-Man* creator Stan Lee said. Sadly, this turned out to be nothing but rumor. Shame.

[www.fox.com](http://www.fox.com)

## X-MEN 2 GETS STARTED

*X-Men* stars Anna Paquin and Famke Janssen told the *Popcorn UK* Web site that they have ideas for their respective characters in the sequel. Paquin, who played Rogue, said, "I am going to put the word out that I want to wear the leather suits and jump around and fight and fly and do all that stuff." Paquin added that she'd love Rogue to hook up with Gambit. For her part, Janssen told *Popcorn* that she isn't sure what's going to happen with her character Dr. Jean Grey. "I don't know if Jean Grey is going to even get a screen kiss, but in the comic book she does get married to Cyclops and they have a child. But then all this other stuff happens, and she turns into Phoenix and then Dark Phoenix, so I don't know where they're going with it."

[www.popcorn.co.uk](http://www.popcorn.co.uk)

## THREE MORE FROM SQUARE

Columbia Pictures has agreed to co-finance the next three movies from Square's U.S. film production company, *Variety* reported. Columbia and Square Pictures are currently producing *Final Fantasy*, which will be out in theaters next year. All three new movies will be completely CG generated, just like *Final Fantasy*.

[www.variety.com](http://www.variety.com)

## STAN'S BOYS

The Backstreet Boys will become comic-book superheroes under the aegis of writer Stan Lee. *E! Online* reported. The series kicks off Feb. 19 with comic books sold exclusively at Backstreet Boys concerts and online.



photography by Steve Shaw CorbisOutline



A dark, shadowy figure with glowing red eyes, appearing to be a devil or a demon, is positioned at the top center of the image. The figure's face is mostly obscured by deep shadows, with only its eyes and a hint of a mouth visible. The eyes are bright red and have a slightly irregular, glowing shape. The figure's head appears to be wearing a dark, possibly hooded garment.

*In The Darkest Hour,  
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# If **YOU** Ran The Video Games Industry

Two issues ago, we told you what we'd do if we ran the games industry. What followed was a flurry of e-mails detailing all of your wishes and desires for your favorite pastime. We've collected some of your thoughts here—but this is just the beginning. Keep those e-mails coming (send them to [OPM@ziffdavis.com](mailto:OPM@ziffdavis.com), marked "If We Ran Gaming"), and we'll continue to print your diatribes until all those industry execs finally sit up and take heed of your mighty voices.

## Evil vs. Good

*[Faded text column]*

Peter Beneski  
[bigmcclargehuge44@hotmail.com](mailto:bigmcclargehuge44@hotmail.com)

## Good Sports

*[Faded text column]*

Jon Seals  
[jonseals@hotmail.com](mailto:jonseals@hotmail.com)

*[Faded text column]*

*[Faded text column]*

Brandon Scott  
[wolf6947@hotmail.com](mailto:wolf6947@hotmail.com)

## Gunning for Ryan

*[Faded text column]*

Alex Hurter  
[ahooter1@home.com](mailto:ahooter1@home.com)

## Lay Off the Mullet!

*[Faded text column]*

Josh Farkas  
**Climatic Stories**

*[Faded text column]*

*[Faded text column]*

*[Faded text column]*

Mark Flori  
[fiendish\\_one69@yahoo.com](mailto:fiendish_one69@yahoo.com)



# Squaresoft vs. Neversoft ...put **Squall** up against **Tony Hawk**

—Esther Tanksley,  
[ltank6\\_juno.com](mailto:ltank6_juno.com)

## Reality Bites

*[Faded text column]*

[tomi1female@yahoo.com](mailto:tomi1female@yahoo.com)

*[Faded text column]*

Esther L. Tanksley



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## Bookmarks

### www.playstation.com

The official PlayStation Web site and home of the PlayStation store.

### www.playstationmagazine.com

The Web site of the magazine you're holding in your hands. Over the next few months we'll be building it up with lots of input from you.

### www.gamespot.com

Our Web partner on ZDNet. News, reviews, and everything you want for all game systems.

### www.dvdpricersearch.com

Lets you comparative shop across Web sites for any title.

### www.thedigitalbits.com

DVD announcements, insider speculation, reviews, and much more for the DVD enthusiast.

### dvdtaik.com

Great site for news and tidbits of info about DVD releases and features.

### eggsgs.com

DVD easter eggs, and more to find them.

### www.penny-arcade.com

Our favorite games industry.

### www.imdb.com

The Internet Movie Database of the finest movies.

### www.ita.sei.sony.com/CLIE/

Check out Sony's funky new Palm-compatible, and the coolest palmtop around.

### www.rinkworks.com/dialect/

Try it. It will make you laugh. A lot. And become boring to your friends for a while.

### www.esrb.org

Check out the ESRB rating system.

### internettrash.com/users/

godawful\_trekfic/ Truly, truly, truly abysmal written Star Trek fiction.

### urinal.net

Yep, a site about urinals.

### www.myvideogames.com

Cool site with some more information on the games industry.

## DVD Coming Soon

11/7/2000

Bedknobs and Broomsticks  
Donnie Brasco: Special Edition  
Mission: Impossible 2  
Pete's Dragon  
Titan A.E.  
The Powerpuff Girls:  
Down 'N' Dirty  
The Year Without a Santa Claus

11/14/2000

Do the Right Thing (Criterion)  
Fantasia Anthology: 3-Disc  
Collector's Box Set

The Perfect Storm

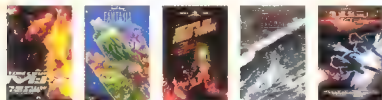
The X-Files: The Complete  
Second Season (7-DVD Set)

11/21/2000

Chicken Run  
Escape From New York  
Gladiator  
The Bridge On The River Kwai:  
Limited Edition (2-Disc Set)

11/28/2000

Big Momma's House



## Sound Station

By John Scalzi

Each month we review albums from the bands that provide the aural landscape to our gaming experiences. This month we review albums from bands contributing to the MTV Sports: Pure Ride and Dave Mirra Freestyle BMX soundtracks.



BENDER



### Bender: Jehovah's Hitlist TVT Records

Featured in: MTV Sports: Pure Ride

Spotty. On one hand Bender gets its act together for a couple of nicely done melodic hard rock treats, like "Isolate" and "Passion Flower," which show both chops and promise. But on the other hand it rips off every other hard rock act of the past decade—from Alice in Chains to Tool—when it can't be bothered to keep up its own creative momentum. The result is a rock album that sounds like better stuff you've heard before Bender could be on the way to somewhere big, but it ain't there yet.

Final Score ●●



### Rancid: ...And Out Come The Wolves Epitaph Records

Featured in: Dave Mirra Freestyle BMX

God bless Rancid. They realized that the world needed the Clash to get back together, and when the Clash didn't oblige (bastards!), Rancid took up the slack. *Wolves* is the best Clash album the Clash didn't make. Which is not to say Rancid are just slavish imitators—especially lyrically, they mark their own territory—just that they know how to wield the same liberating ska-punk sound the Clash mastered. It's good stuff, and a reminder that a formula isn't always a bad thing—if the formula rocks.

Final Score ●●●●



### Social Distortion: White Light White Heat White Trash Epic Records

Featured in: Dave Mirra Freestyle BMX

Social D's Mike Ness pulls off a pretty neat trick in *White*: He whines like a Ricki Lake guest, but sets it to such scorching punk fury that you can't really complain. I mean, honestly—anyone who can make the mawkish mea culpa of "I Was Wrong" into a heaving hard rock hit deserves your respect. The album is like this all the way around. Ness may need couples therapy all on his own, but at least he's not going to blubber about it. If whining always sounded like this, it'd be a lot more popular.

Final Score ●●●●

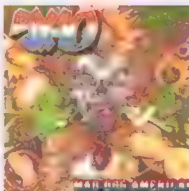


### Sublime: Sublime MCA Records

Featured in: Dave Mirra Freestyle BMX

This album has been bootlegged toward "classic" status, in part due to singer Brad Nowell's untimely demise prior to the album's release. But sentimentality aside, the album is good but not great. "What I Got" is justifiably praised, but the album's other tracks are a hodgepodge of ska punk that works maybe half the time. Outside of "What I Got," the track that works for me is "April 29, 1992 (Miami)," which recounts a day of rioting and looting, and actually manages to make a social point too.

Final Score ●●●



### SX-10: Mad Dog American X-Ray Records

Featured in: MTV Sports: Pure Ride

There's only one track here worth bothering with: "Heart of a Rebel," in which SX-10 (fronted by Cypress Hill's Sen Dog) mixes sledgehammer rock and street life rap in the perfect amounts to rattle your windows and annoy responsible citizens everywhere. The rest of the album just repeats the formula with less success. Lots of guest stars here, from Everlast to Kottonmouth Kings, but that doesn't make it any more interesting.

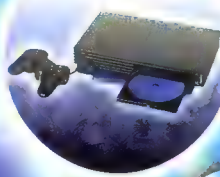
Final Score ●●

John Scalzi has been reviewing music since "Alice In Chains" referred to a sleazy lost episode of The Brady Bunch. Visit his Web site at [www.scalzi.com](http://www.scalzi.com). Or don't. Free will, you know.



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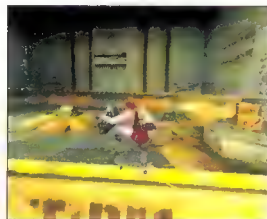
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# TOP TWENTY



## 1 Tony Hawk's Pro Skater

**Last Month: 1** **Activision** **●●●●●**  
Will this game ever grind to a halt? We imagine its popularity will swoon once everyone gets their hands on the brilliant sequel. But the replayability makes this a must-have for any PS one collection. So, who's your favorite skater? Is it the high-flying coverboy Tony Hawk? Or is it free-wheelin' grind-masta-blasta Chad Muska? And can I get a "shout out" to our girl with a deck, Elissa Steamer? Now, tell us this. Who had the cajones to travel all over the place to see these skateparks for themselves? Who among you has been inspired to hit Woodside, Roswell, Phoenix and a New York mall since buying THPS?



## 2 NCAA Football 2001

**Last Month: —** **EA Sports** **●●●●**

The only reason this game made it to No. 2 is because Madden didn't release at the same time. That's not to say that this isn't a good game—it is the best college football on the PS one—but the pro game usually gets more attention. For those who did buy it, write in and tell us what team you usually use in your run for the National Championship and why. Is it just you, because of your alma mater? Or do you pick the school with the best volcanology program?

	Last Month	Title / Publisher	Rating
1	1	Tony Hawk's Pro Skater Activision	●●●●●
2	—	NCAA Football 2001 EA Sports	●●●●
3	3	Spec Ops: Stealth Patrol Take 2 Interactive	●
4	6	Driver GT Interactive	●●●●
5	4	WWF SmackDown! THQ	●●●●●
6	14	Digimon World Bandai America	●●
7	—	X-Men: Mutant Academy Activision	●●●
8	2	Legend of Dragoon Sony CEA	●●●●●
9	7	Syphon Filter 2 989 Studios	●●●●
10	5	Tekken 3 Namco	●●●●●
11	10	Gran Turismo 2 Sony CEA	●●●●●
12	—	Tenchu 2 Activision	●●●
13	8	Syphon Filter 989 Studios	●●●●
14	9	Triple Play 2001 Electronic Arts	●●●●●
15	12	Metal Gear Solid Konami	●●●●●
16	11	Crash Bandicoot: WARPED Sony CEA	●●●●●
17	15	Spyro the Dragon Sony CEA	●●●●
18	13	Namco Museum Vol. 3 Namco	●●●●●
19	17	Gran Turismo Sony CEA	●●●●●
20	16	MLB 2001 989 Studios	●●●



## 3 Spec Ops

**Last Month: 3** **Take 2 Interactive** **●**  
There's nothing like a horrible game at any price. Spec Ops is a prime example of a game that's so bad, it's good.



## 4 Driver

**Last Month: 6** **GT Interactive** **●●●●**

This sweet ride is a game that's so good, it's bad. It's a game that's so good, it's bad. It's a game that's so good, it's bad.



## 5 WWF SmackDown!

**Last Month: 4** **THQ** **●●●●●**

If you're a huge wrestling fan who hasn't bought a game in a while, this is the one to get.

### OPM's Most Wanted PS2 Games

1	Metal Gear Solid 2	Konami
2	Soul Reaver 2	Eidos
3	FIFA 2001	EA Sports
4	Munch's Oddysee	Infogrames
5	Orphen	Activision
6	Star Wars: Starfighter	LucasArts
7	TimeSplitters	Eidos
8	Dark Cloud	Sony CEA
9	Gran Turismo 2000	Sony CEA
10	Zone of the Enders	Konami

### OPM's Most Wanted PS Games

1	Final Fantasy IX	Square EA
2	Driver 2	Infogrames
3	Alone in the Dark 2	Infogrames
4	MoH Underground	EA Games
5	The World Is Not Enough	EA Games
6	WWF SmackDown! 2	THQ
7	Mat Hoffman's Pro BMX	Activision
8	Dragon Warrior VII	Enix
9	Fear Effect: Retox-Helix	Eidos
10	Mega Man X5	Capcom

### Japan's Top 10 PS and PS2 Games

1	Dragon Quest VII	Enix
2	Final Fantasy IX	Square
3	Final Fantasy IX	Square
4	Arx	Capcom
5	Gungnir Blaze	Konami
6	World Soccer 2000	Square
7	All-Star Pro Wrestling	Square
8	Digimon World	Bandai
9	Digimon World	Bandai
10	Digimon World	Bandai

### U.K.'s Top 10 PlayStation Games

1	WWF SmackDown!	THQ
2	Gran Turismo 2	Sony CEA
3	Gran Turismo 2	Sony CEA
4	Gran Turismo 2	Sony CEA
5	Gran Turismo 2	Sony CEA
6	Gran Turismo 2	Sony CEA
7	Gran Turismo 2	Sony CEA
8	Gran Turismo 2	Sony CEA
9	Gran Turismo 2	Sony CEA
10	Gran Turismo 2	Sony CEA



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# THEIR OWN



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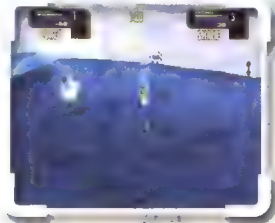
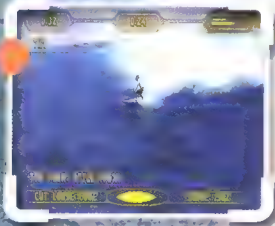
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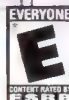


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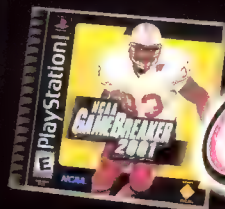
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the rivalry and spirit of college football. It'll get in your head and stay there.

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Jimmy White 2 .....	88	World Is Not Enough .....	88
The Little Mermaid II .....	88	WWF SmackDown! 2 .....	80

## Coming Soon

### October

Backyard Football	Infogrames	Sports
Blue's Big Musical Movie	Mattel	Action
Breath of Fire IV	Capcom	RPG
Buzz Lightyear Star Command	Activision	Action
Casper: Friends Around/World	Sound Source	Edutainment
Championship Motorsports 2001	THQ	Racing
Cool Boarders 2001	Sony CEA	Racing
DukeStone	Take 2	RPG
Dragon Tales: Dragon Seekers	Mattel	Edutainment
Dragon Valor	Namco	RPG
Earthworm Jim	Interplay	Action
Elmo in Grouchland	Mattel	Edutainment
ESPN Outdoor Boss Fighting	Mattel	Sports
Evil Dead: Ho! to the King	THQ	Adventure
F1 Championship Season	Ubi Soft	Racing
FIFA 2001	EA Sports	Sports
Football Manager	Empire	Racing
Galaga Destination Earth	Hosbro	Shooter
Harvest Moon: Back to Nature	Notsume	RPG
Jarrett & Labonte Stock Car	Codemasters	Racing
Jungle Book Rhythm N Groove	Ubi Soft	Dance Sim
Kremling K-rags 2001	EA Sports	Sports
LEGO Star Rally	LEGO Media	Action
LEGO Star Wars	Take 2	Adventure
Mary Kate and Ashley's Mall	Acclaim	Action
Medal of Honor Underworld	EA Games	Shooter
Mega Man Legends 2	Capcom	Action
Mike Tyson Boxing	Codemasters	Sports
Mort the Chicken	EA Games	Action
Moto Racer World Tour	Infogrames	Racing
MTV Party: T.I. Lavin's BMX	THQ	XSports
Muppet Monsters Adventure	THQ	Action
Musket Race Memo	Midway	Racing
NASCAR Heat	Hosbro	Racing
NBA Live 2001	EA Sports	Sports
NBA ShootOut 2001	EA Sports	Sports
Raiden Stage II	Sony CEA	Racing
Rugrats in Paris	Midway	Action
Shogun	THQ	Action
Speedball 2000	Empire	Sports
Spyro Year of the Dragon	Empire	Sports
Tom & Jerry in House Trap	Sony CEA	Action
Totino Space Station	Thus	Action
Ultimate Fighting Championship	Mattel	Action
Vampire Hunter D	Hosbro	Adventure
Vanshling Point	Cave	Adventure
WCW Backstage Assault	Jaleco	Racing
Wild Thornberries Animal Adv	Acclaim	Racing
Worms Pinball	EA Games	Westling
WWF SmackDown! 2	Mattel	Edutainment
You Don't Know Jack 2	Infogrames	Pinball
	THQ	Wrestling
	Siemer	Trivia

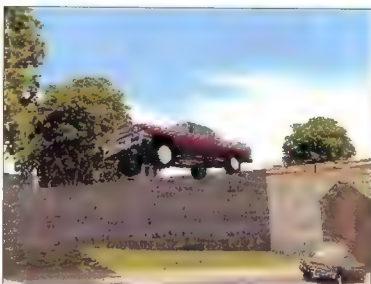
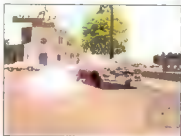
### November

007 Racing	EA Games	Action
007: Tomorrow's	EA Games	Action
Alone in the Dark: TNN	Infogrames	Adventure
Army Men: Arcade Blast	3DO	Racing
Arthur: Ready to Race	Mattel	Racing
Batman: Beyond Return/Joker	Kemco	Action
Blade	Activision	Adventure
Bugs & Tar Time: Bustlers	Infogrames	Action
CarnageDed 2	Interplay	Action
Championship Surfer	Mattel	XSports
Chickens Run	Edios	Adventure
Crossed: Back	Sony CEA	Action
Disney's Dinosaur	Sony CEA	Action
Disney's Emperor's New Groove	Sony CEA	Racing
The Duke of Hazard 2	Southpeak	RPG
Final Fantasy IX	Square	RPG
Formula 1 2000	Midway	Racing
Goody's Fun House	Mattel	Action
Gotham Racers	Ubi Soft	Racing
The Grinch	Konami	Action
HBO Boxing	Acclaim	Sports
Hudson & Dangerous	Take 2	Strategy
Hot Wheels: Extreme XTR Racing	Mattel	Action
Inspector Gadget	Ubi Soft	Action
The Last King: Simba's Mighty	Activision	Adventure
Lunar 2: Eternal Blue Complete	Working Digits	RPG
March Madness 2001	EA Sports	Sports
Mat Hoffman's Pro BMX	XSports	Sports
McGrath/Pastorano Motorsports	Activision	Racing
Mega Man X5	Capcom	Racing
The Mummy	Konami	Adventure
NASCAR Racers	Hosbro	Racing
NCAA Football 2001	Sony CEA	Sports
Nicktoons Racing	Hosbro	Racing
Persona 2	Atlus	RPG
Power Spike Pro Beach V'ball	Infogrames	Sports
Rainbow Six: Rogue Spear	Red Storm	Sports
Ready 2 Rumble Boxing 2	Midway	Sports
Rescue Heroes: Molten Menace	Mattel	Action
Rock'Em Sock'Em Robots Arena	Mattel	Action
Sabrina: The Teenage Witch	Berkley	Action
Scorby-Dool	THQ	Action
Star Wars: Demolition	LucasArts	Action
Super Mario: FGA Tour 2001	EA Sports	Sports
Tomb Raider: Chests of	Edios	Adventure
Torneo: The Last Hope	Enix	RPG
Woody Woodpecker Racing	Konami	Racing
The World Is Not Enough	EA Games	Shooter
Blade Arts	Enix	Action
Deuce	Midway	Action
Gold & Glory Road/El Dorado	Ubi Soft	Adventure

## Driver 2

### Ready for extravehicular activity?

We recently got a chance to take a hands-on look at the sequel to one of the hottest-selling games of last year, and it's looking nifty. Published by **Infogrames**, *Driver 2* has more cities, more missions, more cars, and, fagher, more realistic environments than the original—but, alas, it's better in every way, even though it's still a long way from its **November** release date. We pointed out in an earlier preview that the game will include curved roads, this may not seem like a big deal, but take our word for it—it makes a serious difference in terms of the overall feel of the game, and while the environments still aren't really map perfect, they do resemble their real world counterparts enough so that you can find your way around the cities, familiar as you. Of course, it's unlikely that most of our readers will have an intimate knowledge of Rio de Janeiro, Brazil or Havana, Cuba, but you'll also get to roar through the streets of Las Vegas and Chicago. One other significant change is the addition of a number of two-player split-screen modes (picture the chase missions from the first game, only with a human at the wheel of the other car!). And the ability to hop out of whatever car you're driving and, er... borrow any other cars, trucks, limos, buses or fire trucks in the vicinity adds a further degree of depth. The return of the immortal *Director's Mode* should secure a spot for *Driver 2* on the must-buy list for any fan of the original.



### Take a Hike

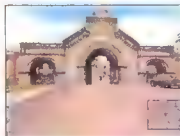
One of the biggest changes to *Driver 2* is the ability to exit whatever vehicle you're driving and walk (well, more often you'll be running) around the city. This allows for new missions, like one in which Tanner needs to hop out of his car and plant explosives in a parking garage. You can also take over any vehicle on the road, such as trucks, buses and limos. Of course, they'll all handle appropriately.







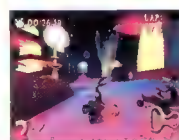
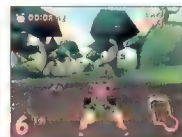
Reflections, the developer of Driver 2, has made an even greater effort to include real-life landmarks in this sequel. This time, they're even more accurate to their real-life counterparts. At night, you can see locations from the game matched up with what you'd see in the actual cities. Living in Chicago, it's been our dream to be able to blast down Navy Pier in a beat-up car—but will Tanner be able to ride the Ferris wheel? We'll keep you posted.



A vewy cwazy kawt wace-a

In case you think **Infogrames** must have taken a long turn

little bit of WB information, and we might have something that our  
Met would take pride in. **November**









# 12:00 AM Highway

Go for a job. Go away from it.

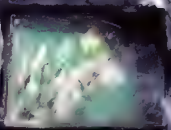
[DRIVERS.COM](http://www.drivers.com)



70

## INSTRUCTIONS

1. BEND AT KNEES
2. YANK FROM WALL
3. DROP ON OPPONENT UNTIL HE EATS THROUGH A STRAW



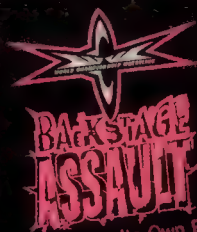
THEATRE ARTS

wcwbackstageassault.com





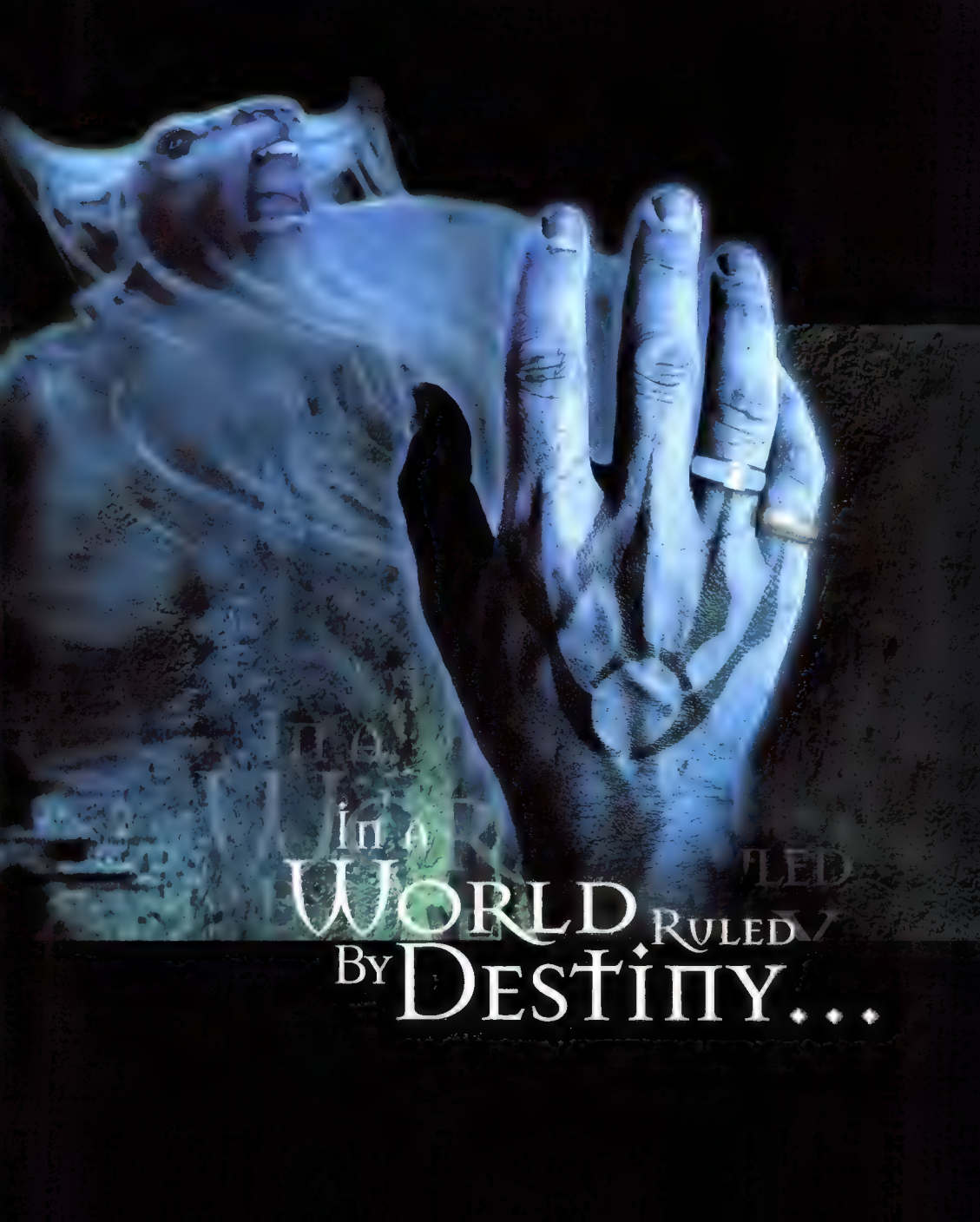
Crates in the boiler room. Urinals in the bathroom. Anything within reach is now a weapon. Backstage isn't just part of the arena. It's part of your arsenal.



Survival Has Its Own Rules







In a  
WORLD Ruled  
By DESTINY...







# PlayStation 2



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BORN WITH THE MARK OF A SUMMONER, JOSEPH OF CIRAH WAS RESPONSIBLE FOR DESTROYING HIS VILLAGE AS A CHILD. ALTHOUGH HATED BY MANY, HE IS THE ONLY HOPE FOR SALVATION. HIS ABILITY TO CALL FORTH DEMONS, DRAGONS, AND ELEMENTALS, AND CONTROL THEIR EVERY MOVE, GIVES HIM THE POWER TO TOPPLE EMPIRES, CHALLENGE GODS, AND STOP THE EVIL EMPEROR HYROD FROM RULING THE HEAVENS AND EARTH. CROSSING A MASSIVE WORLD, FROM SEWERS TO CITIES TO FORESTS AND BEYOND, JOSEPH SEEKS THE ANCIENT RINGS THAT ARE THE SOURCE OF HIS POWER. HE WILL ENCOUNTER HUNDREDS OF PEOPLE, BOTH FRIEND AND FOE, INCLUDING THE THREE THAT WILL AID IN HIS QUEST. TOGETHER, THEY WILL FACE DANGER AND UNCOVER THE SECRETS BUILT ONLY TO THE SUMMONER.

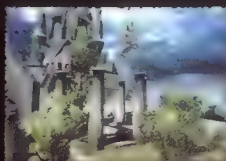
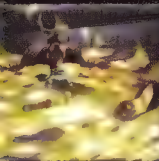
PREPARE FOR AN ORIGINAL, EPIC FANTASY RPG



# SAVIORS CAN BE DESTROYERS

# Summoner

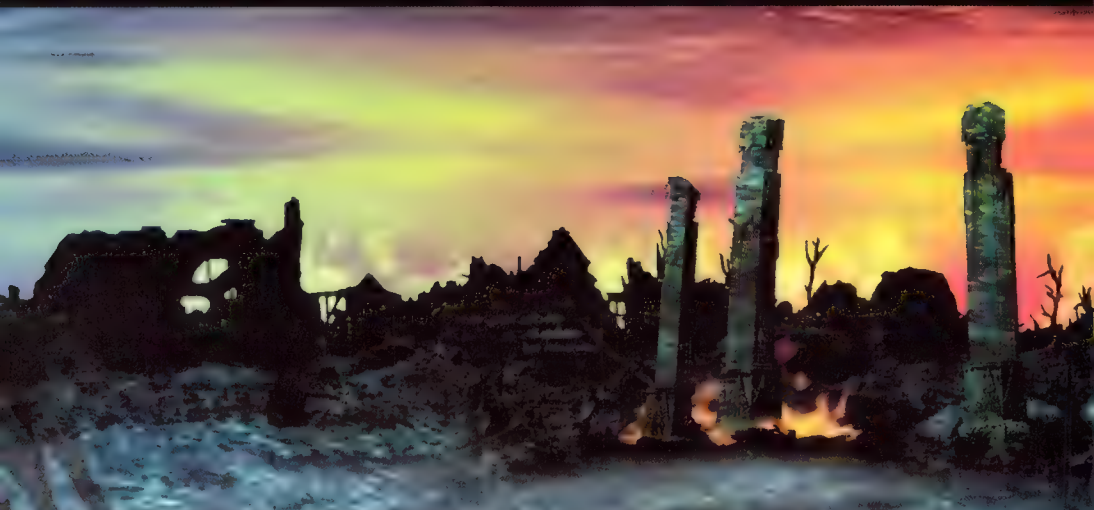
[www.summoner.com](http://www.summoner.com)



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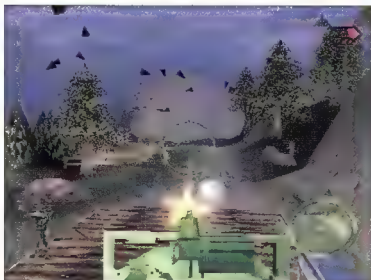


...АПО  
BY TORP  
CONFLICT



## Army Men WW: Land, Sea, Air

Yet another Army Men sequel is due from 3DO, again combining WWII-era combat with childhood nostalgia. This follow-up to Army Men World War offers plenty of new additions, however, like the ability to play with a friend in two-player cooperative mode. But the real selling point here is the profusion of new vehicles: When the game hits in September, you'll be able to lay waste to the evil Tan Army by taking control of a helicopter, bomber, gunboat and battle carrier.



## Contender 2

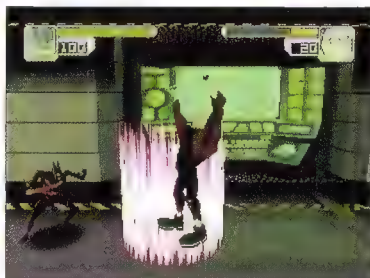
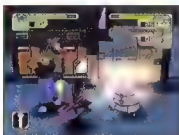
Sixteen unquie boxers do their best Marlon Brando in *On the Waterfront* impression as they vie for the world title in *bam!*'s sequel to last year's SCEA boxing release. Work your way through the ranks for \$9.99 this month.



# Batman Beyond: Return of the Joker

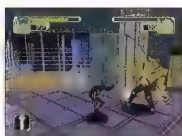
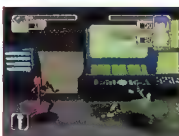
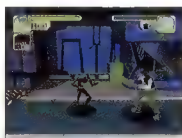
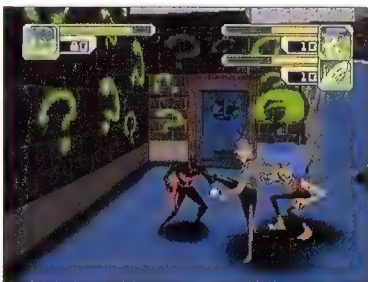
Dance with the devil by the pale moonlight...again

When Gotham's most infamous villain returns for more mayhem in the new straight-to-video/DVD *Batman Beyond* film due out Oct. 24, we'll be in for more than a cool story filling the gaps between old-school Batman continuity and the adventures of Terry McGinnis. Thanks to **Kemco** and **Ubi Soft**, we'll also get to play through the events ourselves as tomorrow's Dark Knight. In **November**, through 16 levels reminiscent of side-scrolling fighters like *Dougie Dragon* and *Final Fight*, the uncapped crusader must use his arsenal of 10 bat gadgets and five different specially optimized bat suits to free Bruce Wayne from the retired hero's archnemesis. Through locales ranging from an abandoned warehouse to an equally vacant Arkham Asylum, battle mutants, Jokerz gang members, robotic baddies, and other enemies of the Bat. From what we've played, the game can use some work in the areas of control and graphics, but we're hopeful all turns out well by release time.



## Beyond Animation

According to Ain't It Cool News ([www.aintitcool.com](http://www.aintitcool.com)), a live-action *Batman Beyond* film from Warner Bros. is in the works, to be scripted by Paul Dini and Alan Burnett, the very people responsible for making the television series such a hit. Though no starring roles or release date have been announced, we do know that Boaz Yakin (*Remember the Titans*) will sit in the director's chair.

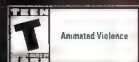
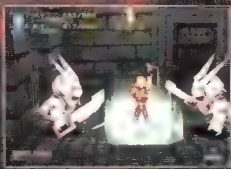
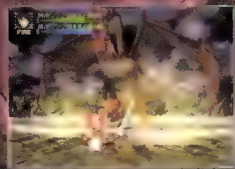






YOU DEFEND YOUR FAMILY.  
YOU DEFEND YOUR HOMELAND.  
YOU DEFEND ALL THAT IS GOOD.

BUT FIRST, YOU MUST DEFEND YOURSELF.



Animated Violence



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www.namco.com

You are the very first dragon slayer, a fearless hero who must slay the most horrific of enemies. You will vanquish evil every the heroine, and continue your heroic legacy with each new generation. You will fight as brave characters in 3 action-packed storylines, and battle to prove your worth your night, your Dragon Valor.



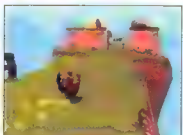
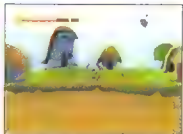
## Cool Boarders 2001

The most popular snowboarding game in the world, *Cool Boarders* is now available on PlayStation 1. With every generation, the game has more real-life tricks and every generation, the game has more real-life tricks. The game is a great introduction to the sport of snowboarding, and it's a great introduction to the sport of snowboarding. The game is a great introduction to the sport of snowboarding, and it's a great introduction to the sport of snowboarding.



## Disney's The Emperor's New Groove

Take your favorite Disney movie and turn it into a game. That's the idea behind *Disney's The Emperor's New Groove*. The game is a great introduction to the sport of snowboarding, and it's a great introduction to the sport of snowboarding. The game is a great introduction to the sport of snowboarding, and it's a great introduction to the sport of snowboarding.



## NBA Live 2001

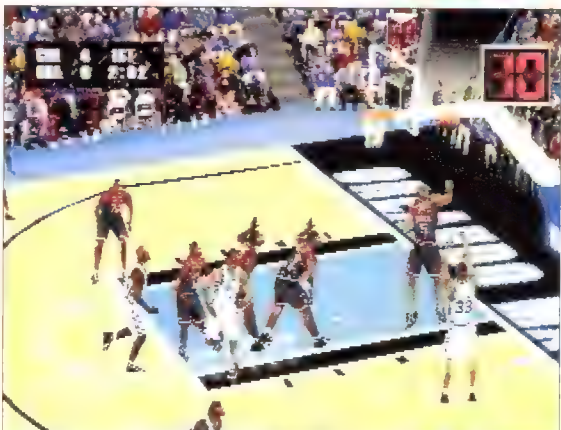
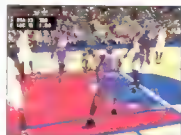
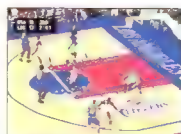
Nothing but the bottom of the net

Whether you're throwing up the roundball on the playground or on the court, *NBA Live 2001* is the game you need. EA Sports has created a basketball game that is as fun as it is realistic. The game is a great introduction to the sport of snowboarding, and it's a great introduction to the sport of snowboarding. The game is a great introduction to the sport of snowboarding, and it's a great introduction to the sport of snowboarding.

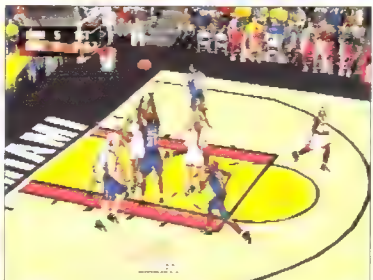
The game is a great introduction to the sport of snowboarding, and it's a great introduction to the sport of snowboarding. The game is a great introduction to the sport of snowboarding, and it's a great introduction to the sport of snowboarding.

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The game is a great introduction to the sport of snowboarding, and it's a great introduction to the sport of snowboarding. The game is a great introduction to the sport of snowboarding, and it's a great introduction to the sport of snowboarding.



In *NBA Live 2001* you can challenge all kinds of legends in the one-on-one mode—even a couple guys only our fathers have heard of. Below, we see scoring master Allen Iverson going toe-to-toe with the king of the jumpshot, Bob Cousy. Think the timeless one will beat the brat?





READY

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**SQUARESOFT** SQUARE SOFT INC.

**STRONG** STRONG SOFTWARE LLC  
C. 11111 E. Wacker Drive, Suite 100, Chicago, IL 60601-4898



**PICK A WORLD**  
**WE'LL TAKE YOU THERE**



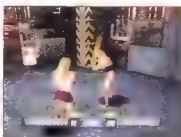
## Power Spike Pro Beach Volleyball

...ented on the PlayStation and after the launch of the spike, from Infogrames. Will be available in November...  
...the World Federation of International Volleyball (FIVB).



## WCW Backstage Assault

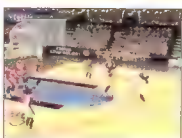
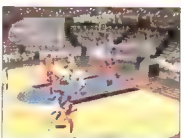
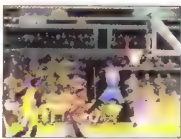
EA Games AT A  
...in November 1999



## NBA ShootOut 2001

Fade the funk with a nasty dunk

...in Sony and 989 Sports this month's ShootOut 2001 allows you to pretzel twist your favori



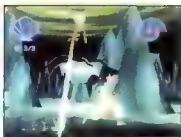


*Mr. Takahiro is personally accountable for programming fun code. If you and your friends aren't completely freaked out with fun, then he will be fired. This will dishonor his family, which he can restore only by taking his own life with a sword.*

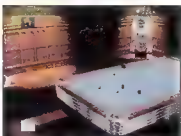


*Incredible Crisis. Severe Fun.*

**THQ** amp new game. It's Mermaid moves like the second worst in video last month) following Ariel and her daughter Melody as they do their under-the-sea thing against Ursula and her evil sister Morgana. You can play it now



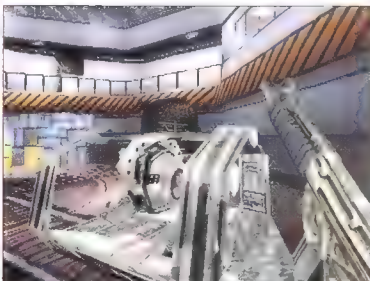
**Bam's Cue Ball 2** prides itself on great physics, immersive environments, and other things you might find in a pool hall. Like darts and slot machines. Back on **this month** for \$5.99.



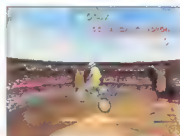
Just in time for Halloween comes something truly frightening from **Acclaim**. They sk. They skate. The, tan. Be afraid



GoldenEye on the N64, though? If not, it'll close. Watch for it in **November** and a review

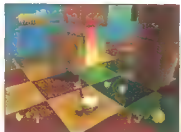


## Delphine

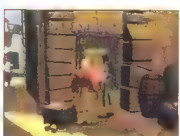


## Crave

this month



## Ubi Soft



December



**MATURE**  
**M**  
Animated Violence  
Animated Blood and Gore



INFOGRAMES



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# An invitation to Mars isn't an honor...

The newest addition to the Armored Core series allows you to go head-to-head in relentless battles using an endless combination of parts. Never before have you been given so many options for configuring your AC unit for non-stop action—especially with graphics that dazzle the

imagination. Choose between solo missions or vs. friends in 2-player split screen or linked combat sorties.

## New Planet – New Weapons – New Missions





# ...it's a death sentence.

- More than 200 customizable parts available – featuring Interior Equipment & Extension Packs.
- Enter all new Arenas to challenge over 45 menacing AC's.
- Over-Boost Propulsion generates lightning speed for AC units.
- More than 35 Single-Player Missions and 13 VS. Battle Stages.

## "Mech combat at its finest"

– PSM 100% Independent PlayStation Magazine



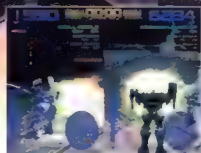
Enhanced propulsion technology



Customize your A.C. for maximum damage



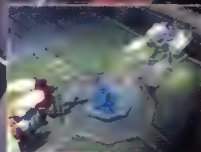
Destroy!!!



Challenge a friend in 2-player split-screen action



Wield an energy blade in close-quarters combat

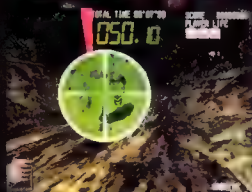


Replays highlight your destructive kills

FROM SOFTWARE



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## SILENT SCOPE

SILENT SCOPE IS NOW AVAILABLE FOR PLAYSTATION 2 AND DREAMCAST, COMPLETE WITH AN ON-SCREEN TARGETING SYSTEM, MAGNIFIABLE SCOPE, MULTIPLE BRANCHING PATHS AND DETAILED GRAPHICS DRAWN STRAIGHT FROM THE ARCADE ORIGINAL. AND YES, THE PRESIDENT IS STILL BEING HELD HOSTAGE. YOU'RE THE SNIPER WHO'S SENT TO SAVE HIM. ALL YOU'LL NEED IS A STEADY HAND, A GOOD EYE, AND AN IRON STOMACH.



PlayStation 2

Dreamcast



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# DOXO<sup>2</sup>

# entertainment

"PlayStation2 is the future of entertainment," Sony CEA exec Kaz Hirai told us at E3. Sounds like a pretty solid bet. Somewhere in that same speech, he said, "After all, PS2 is just another game system in the never-ending war for video game supremacy. Not so. Sony's it was told. Released in 1994 in March 1999, Sony's decision makers have been keen to stress the system as a "computer entertainment" box. Aside from being a powerful games system, the long-term intention seems to be to push PS2 further, to make it your way of interacting with all kinds of entertainment—from the obvious, like the games we feature over the next few pages, to DVD movies and eventually to online content that will allow you to take part in live game shows, online tournaments and huge interactive worlds. The next five years or so will see Sony push its "digital entertainment" strategy through the PS2. We'll see the system driving all manner of entertainment forms. And once broadband Internet connections become more widespread, we'll see it as a hub for downloading all manner of content from the Web. It's no secret that entertainment moguls like Steven Spielberg and George Lucas have been paying close atten-

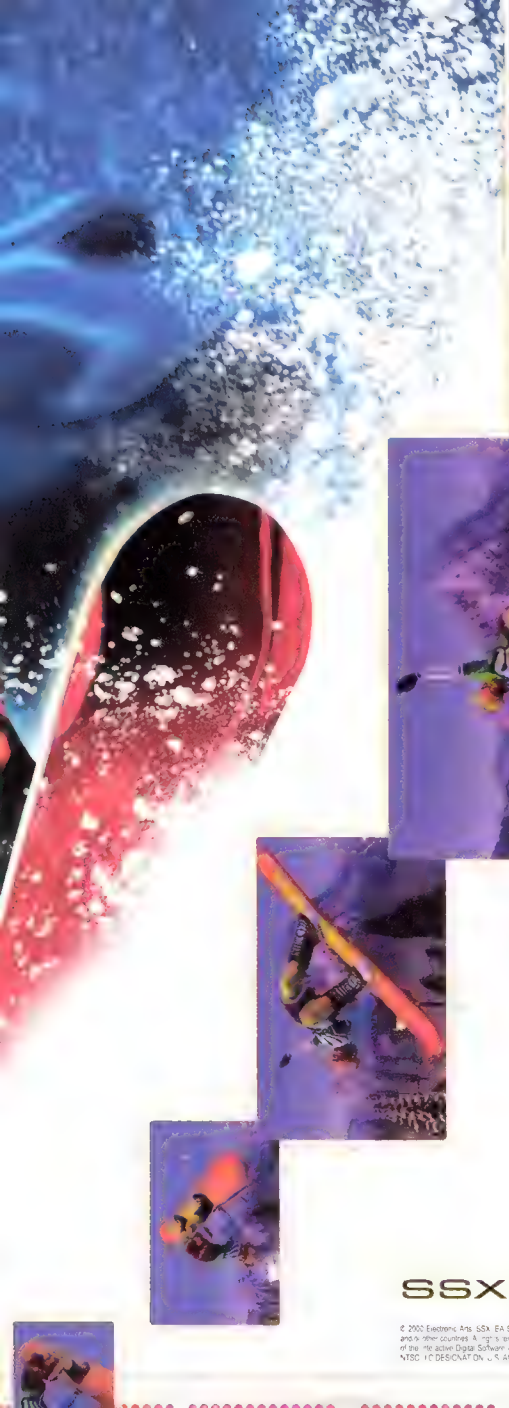
tion to the PS2, and in the years to come we'll see the fruits of their visions.

On Oct. 26, 2000, Sony will release 1 million PlayStation2 systems into stores in the U.S., and based on projections from all the major retailers like Wal-Mart and Best Buy, to game-specific stores like EB and GameStop, it's likely that the PS2 will sell out within days, if not hours. More systems will be shipped before Christmas, and it's extremely likely that we could see anything up to 2 million PS2s in U.S. homes by the end of the holiday season. That would make it easily the most important and impressive consumer electronics launch in history. It would certainly make it the biggest event in entertainment history.

To show you what you have to look forward to, we've pieced together all the information we have on the system and provided it for you in a series of pages on this Web. We'll show you what you can expect to see in the first few months. We've got info on more than 200 games currently in development. And we have recommendations for you to show off what DVD movies have to offer. The future of entertainment indeed.







# LAUNCHING October 2000

for PLAYSTATION<sup>2</sup>  
computer entertainment system

[ssx.ea.com](http://ssx.ea.com)



PlayStation 2



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## memory card

It's not the big memory card you find on a PC, but the PlayStation 2 Memory Card. It's a small, thin card that fits into the Memory Card slot on the front of the console. It's used to save your game data, including your progress, items, and settings. It's also used to save your game data, including your progress, items, and settings. It's also used to save your game data, including your progress, items, and settings.



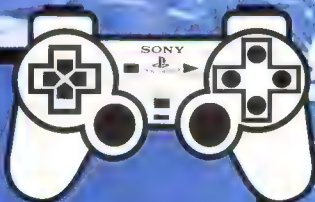
## multitap

For multiplayer games, you'll need a multitap. It's a device that allows you to connect multiple controllers to a single game. It's used to play multiplayer games. It's also used to play multiplayer games. It's also used to play multiplayer games.



## dual shock 2

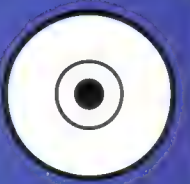
It's the most popular controller for the PlayStation 2. It's a wireless controller that allows you to play games without being tethered to the console. It's used to play games. It's also used to play games. It's also used to play games.





## DVD drive

The PlayStation2 is a very versatile "computer entertainment system," as it can play PS one games (black discs), PS2 CD games (silver discs), PS2 DVD games (silver discs), DVD movies and audio CDs. Open the drawer, pop in the disc and the system does the rest. Games load automatically as they do on a PS one, and movies instantly start up as they would on a conventional DVD player. The system's built-in Browser software allows you to change options for many of the system's modes—including PS2 enhancements for PS one games (the PS2 can smooth out some of the graphics when it runs PS one games).



## Playstation2 online

You've no doubt read numerous times that the online future of the PlayStation2 doesn't ride on current modem-based technology, but on the brave new world of "broadband." Many of you will have heard the word thrown around with glib abandon for the past year, but not everyone knows what it actually means. For those of you who don't really have a clue what people are talking about when they mention DSL, cable modems and "fat pipes," don't worry. This is something that's going to creep into your life without you really noticing.

One of the easiest ways to hook up with a broadband connection is with a cable modem. This is where the Internet data comes into your house through the same cable that goes to your TV. Because of the way the cable network is built, it's able to transmit huge amounts of data at once. If your phone line was a road, down which Internet data was driving, it'd be a small

country lane. A broadband connection like cable or DSL [which means Digital Subscriber Line, and is kind of like "superphone"] is the equivalent of a six-lane highway. It's "broader" so more data can drive through it at once. It's also "on" all the time, so you don't have to dial into your server.

According to research company Forrester, there will be broadband Internet connections in 4.6 million U.S. homes by the end of this year. By the end of 2003 their research indicates that it could be in as many as 22 million homes. So, right now it may seem like something that's way off in the future, but it's coming very quickly.

That's all well and good, but what exactly will it mean for you and your PS2? Well, you'll be able to download extras for games incredibly quickly and save them to the hard drive unit that will come attached to the Internet connection for the machine. You could download new tracks or cars for a Gran Turismo game,

new quests for an adventure and so on. You'd even be able to log onto a site and play a game where all of the code was actually online, and not on any kind of supplied disc. This will make huge worlds like EverQuest really exciting, as they can constantly be developed and changed by the developers, and they'd change each time you visited.

As for other kinds of entertainment, it seems likely that the PS2 could be the hub of a digital "movies on demand" system, where you visit a site and pay for movies that are squirreled through the Net to your PS2. George Lucas is someone who's particularly interested in this, and the fact that all of his future movies are being filmed entirely digitally means that they could be distributed in this manner very easily.

Got you interested yet? Hopefully we'll be able to bring you more specific news on Sony's broadband plans in next month's issue.

## IEEE 1394 Firewire port

This is one of the PS2's more advanced ways of communicating with the outside world. The Firewire port is increasingly commonplace on home PCs and systems like the iMac, as it is capable of passing data extremely quickly. It makes it perfect for interfacing the PS2 with items like video cameras. Nothing has been announced yet that supports the port, but the possibilities are endless. You could possibly pull in images of yourself from a Firewire (called iLink on Sony cameras) equipped camcorder and then map the images onto an in-game character, for instance.

## USB ports

If you've bought a new computer over the past couple of years, you'll be familiar with these. They are the new standard interface for the majority of peripherals on all PC systems. What can we expect to see it used for on PS2? Expect to plug in a mouse here, or possibly a USB 56k modem, digital still cameras, webcams, and maybe even specialized game controllers.

# PLAYSTATION2: GEAR AT A GLANCE

**"It's drop dead sexy."**

**John Riccitiello,**  
President & CEO  
Electronic Arts



John Riccitiello, CEO, EA

**"Fighting to be the leader in the analog modem space is like racing to be the world's tallest midget, and we don't really have much interest in that."**

**Phil Harrison,**



**"Just as PlayStation brought interactive gaming to unprecedented mass-market levels, PlayStation2 will open the doors to a new world of computer entertainment experience in the home, bringing together games, music and movies. PlayStation2 is the future of entertainment."**

**Ken Kutaragi,**

**It's mind-boggling. What they've accomplished is just beyond comprehension, if you know anything about computers.**

**George Lucas**

(speaking to Roger Ebert)

**"It's historic, a mass-market appliance that fundamentally changes society in the same way the printing press did."**

**Trip Hawkins,**  
CEO of 3DO or the PS2  
to *Newsweek*



**"It will take three years for games to make complete use of the total potential of the PS2. What's key is where to use those capabilities and what to make stand out. After some trial and error, titles with new ways of expressing things will appear. However, this is not going to happen right away."**

**Hideo Kojima,**

director, *Metal Gear Solid 2: Sons of Liberty*



**"I'm sure that we're going to be looking at totally new genres with the PlayStation2. It's sheer power enables us to create much more cinematic experiences and fitting that into games will be really interesting. What you're going to see is games that feel more like movies."**

**Peter Molyneux,** creator of *Fable*  
(quoted from *Official U.K. PlayStation Magazine*)

**"What usually happens with new hardware is, the people who are having a lot of trouble are the ones who are talking a lot of sh-t."**

**Jeronimo Barrera,** Rockstar



It's what you fear.

# ALONE IN THE DARK

THE NEW NIGHTMARE

COMING SOON [aloneinthedark.com](http://aloneinthedark.com)



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Regardless of all the "computer entertainment" aspirations of the PS2, at the end of the day the most important thing to the majority of us is the games. No system has inspired the development community quite like the PS2, and over the next 12 months we'll see more than 200 games released. There should be a large selection on day one [Oct. 26], but each week after that we'll see more and more games hit stores, each pushing the limits of the machine further and further. Many of the initial batch you will have already read about, as we have covered them extensively over the past year. Classics like Namco's *Ridge Racer V* and *Tekken Tag Tournament* have proved immensely successful in Japan and will no doubt be just as popular here. Also set for release early on are the *FIFA* Sports games, all of which have stirred up a lot of attention for the system. *SSX*, *Madden NFL 2001*, *NHL 2001*, *NBA Live 2001*...all of them are impressive to look at, but more importantly the power of the PlayStation2 ensures that the gameplay experience is different from what you've seen previously on less powerful systems. Looking forward, as developers get the hang of the system, we'll no doubt see

games that put the early batch to shame, just as we saw with the original PlayStation. If Konami's *Metal Gear Solid 2: Sons of Liberty* is anything to go by, there should be a major jump in quality as early as within the next 12 months. How's that for speedy progress?

The next few pages show you everything we know about what's here in the *Official U.S. PlayStation Magazine*. There are more than 200 games listed, and we've picked out the five most important that we think you'll want to get your hands on as soon as you see them.

Also, don't forget that PS2 will play all of your PS one games, and in many cases will be able to make them look more impressive too. Built into the PS2's operating system is a program that can take old PlayStation games and smooth things out to make them look less "chunky" and even make load times faster. This system is upgradeable too, and in the future we could see updates that may make the graphics sharper, crisper and move more smoothly.

This is the important bit of the magazine...you'll probably want to make a shopping list.



Only one game has this kind of effect on people. Introducing Kessen, the military conquest experience so epic it could only happen on PlayStation 2. Immerse yourself in the world of 17th century Japanese warfare, where you command huge armies through sweeping landscapes to wage history-deciding battles. To get a taste of this spectacular new DVD title, preview its eye-popping screen shots and adrenaline-pumping battle sequences on our website.

[WWW.KESSEN.EA.COM](http://WWW.KESSEN.EA.COM)

**KESSEN**  
決戦



PlayStation 2

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You can always tell who's been playing Kessen.



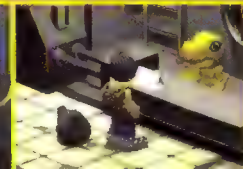






CAUTION: MAY NOT BE SUITABLE FOR PEOPLE WHO SUCK AT VIDEO GAMES.

If you're going to try playing Digimon World, you'd better make sure you're wearing the pants. I mean, underpants. See, some of these Digimon are so vicious and twisted they can actually crawl from television. That's okay with them, because more things to allow up in your games always. Like you say if you think you've got enough games for Digimon World, bring it. But don't say we didn't warn you.





From the new Shoot Out and Practice Modes, to the expanded teams and up to the minute updates, we're gonna



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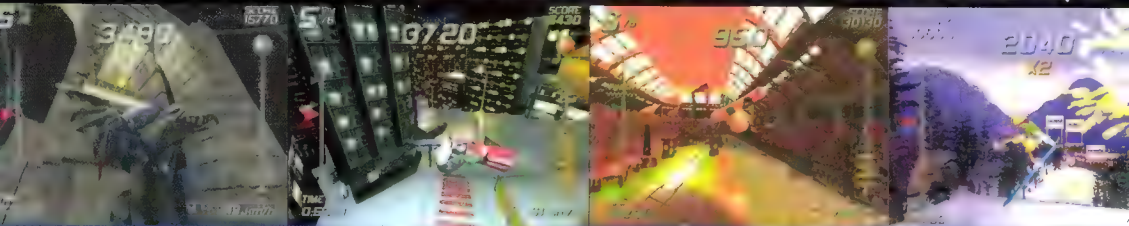
the speed and intensity of hockey. It's get in your head and play NHL.

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AS YOU CAN SEE FROM THE SCREENSHOTS, THE GRAPHICS ARE REALLY QUITE ASTOUNDING. THEY MOVE AT A REMARKABLE PACE, TOO.



## 5 MUST-HAVE GAMES!



It's not often that a game gets the critical acclaim and word-of-mouth buzz that SSX has. Light on the details, unlike snowboarding games on the PC, SSX provides a sense of speed and scale that really makes you feel like you're hurtling down a treacherous while pulling off death-defying tricks. This isn't a true sports simulation, though—the emphasis is on hearty on game play, and it offers an enormous level of depth. Eight characters choose over eight tracks; win a gold in each course with each character and open stuff up. Or you can re-run the tracks in show-off mode where you try for points within a time limit. Then there's Hawk's Pro Skater style, and achieve golds with each character on each track again. Then, it finally opens up all of the extra bonus bits, pull off all 50 of each character's special tricks. Sound like a lot to do? It is...but the sense of achievement you get from completing each task is incredible as the game continues to reward you with additional bonuses, rewards, new outfits and tips on how to find new areas of each course.

Typically in this kind of game, you start at the top of the hill and try to get to the bottom as quickly as you can via the marked course. SSX is different, though. As you work through the course you'll realize that pretty much the whole environment is traversable and you can go wherever you choose. Make your own shortcuts, jump over traffic on bridges above the marked course, disappear into iceholes or mine shafts. The better you do at tricks, the further you can jump and whole new areas open themselves up to you.

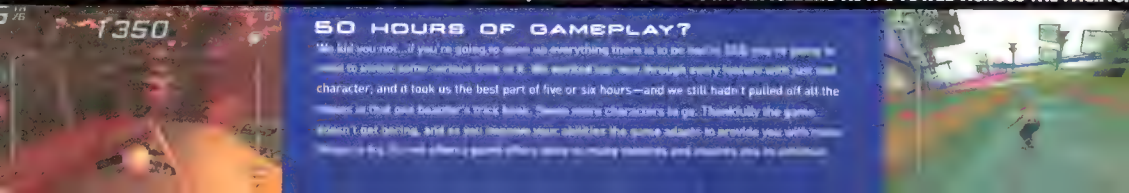
As if the one-player game wasn't enough, there's also an excellent two-player mode where you can race on any of the courses that you've opened up single-handedly. The sense of competition this inspires is astounding. Are you ready for the next track?



EACH TRACK HAS A UNIQUE STYLE AND LOOK, FROM THE FAIRLY BASIC MOUNTAIN RUN THAT YOU START ON IN JAPAN...



...TO SOME OF THE FREAKIER TRACKS LIKE THE ALOHA ICE JAM, WHERE YOU SLIDE DOWN AN ICEBERG AS IT'S TOWED ACROSS THE PACIFIC.



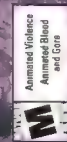
## 50 HOURS OF GAMEPLAY?

We kid you not, if you're going to open up everything there is to be had, SSX may seem to be a little bit of a stretch. But it's not. We went through every feature with just one character, and it took us the best part of five or six hours—and we still hadn't pulled off all the tricks in that one character's trick book. So we went back to get. Thankfully the game doesn't get boring, and as you discover your abilities the game adapts to provide you with more challenges. So if you're a game addict, you'll be hooked on this game for a long time.

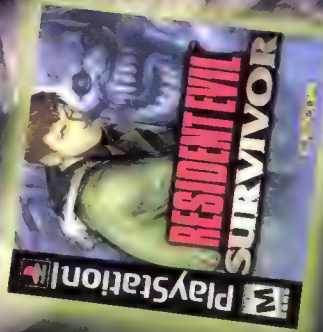


In Your Face Terror

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Introducing Resident Evil Survivor



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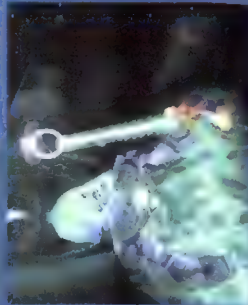


ROMAN 2



PlayStation





All screenshots taken from the PlayStation®2 game console.

[www.raymanworld.com](http://www.raymanworld.com)



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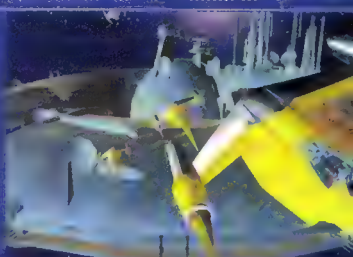
ALL OF THE SCREENS ON THIS PAGE ARE IN GAME SHOTS. NOT MOCK-UPS, NOT CUT-SCENES. THIS IS WHAT IT LOOKS LIKE.

**S MUST-HAVE GAMES!**

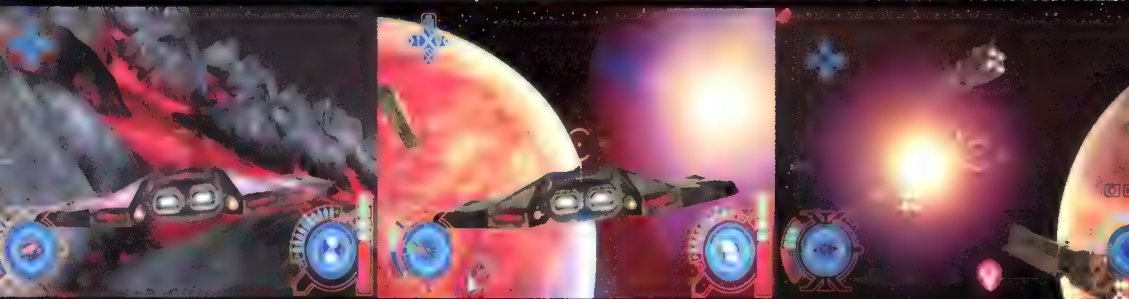
# STAR WARS: STARFIGHTER

If you've been paying attention lately and doing your civic duty by purchasing your copy of the *Official U.S. PlayStation Magazine*, the day it hits newsstands every month (or better still, you subscribe), you'll no doubt have noticed that we made a really big fuss about LucasArts' first big PS2 game last month. If you didn't get a chance to pick up a copy, let us state right now that *Starfighter* is without any shadow of doubt one of the must-buy games of the year. Recent Star Wars games associated with the *Episode I* license have been somewhat lacking on the PS2 side, but this will certainly help convince you that Star Wars games are, as they rightly should be, the dog's dangles.

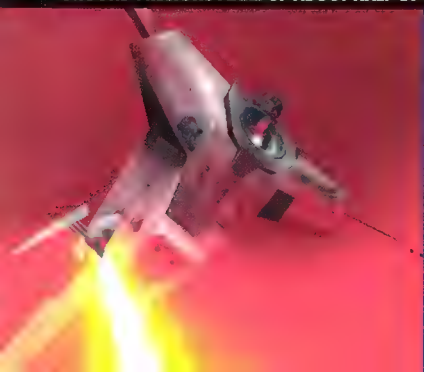
At its heart, *Starfighter* is a fairly simple flight combat game. Half of the action takes place in space within the Naboo system, the other half is ground-based missions where you're flying over some beautiful terrain, either attacking installations or protecting friendlies. As you can see from the screens here, it's a seriously good-looking game—but nothing prepares you for when you see it moving. It's gloriously fast and silky smooth. All of the ships are wonderfully modeled, and many of the vehicles in the game are built from original design schematics that were used in the movie. The storyline doesn't follow that of *The Phantom Menace*, though, even though much of it takes place within the same timeframe. However, the climax of the game plays in nicely with the huge battle above Naboo when Anakin accidentally blows up the Trade Federation droid control ship. (It's a shame not available yet; Oct. 24, you will see *Starfighter* in stores before Thanksgiving. Make sure you stock it up.)



THE MISSIONS IN SPACE ARE PARTICULARLY IMPRESSIVE, AS THERE IS STILL A TERRIFIC AMOUNT OF DETAIL ON SHOW. IT'S NOT JUST STARS.



GROUND MISSIONS MAKE UP ABOUT HALF OF THE GAMEPLAY AND HAVE YOU TRYING TO WIPE OUT THE TRADE FEDERATION FORCES.



## THAT'S HUGE

Those big lander ships are really 'rickin' huge. Everything in the game is to scale—when you're darting around in a fighter taking on something that's full of tanks, droid ships and battle droids, you really get to feel humbled. What's more impressive still is the fact that the big control ship (the thing that looks like a donut with a bite out of it—remember it from the movie?) contains loads of landers. And in the last mission of the game, you can fly inside and zip about among them. Cool, huh?





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## 5 MUST-HAVE GAMES!

# TEKKEN TAG TOURNAMENT

When it comes to fighting games, few are identified as closely with the PlayStation as Tekken. The series has been with us since the beginning, with regular updates that climaxed with the release of the astoundingly deep Tekken 3. It's the only one, and the only one that's available for the launch of the PS2.

What is surprising is how incredibly gorgeous the game looks. Not only are the characters built from seemingly gazillions of polygons—resulting in defined musculature, detailed faces, and nice extras like realistically moving locks of hair—the arenas are also incredibly sharp, in addition to the reflections in pools of water, tufts of grass swaying gently in the wind, detailed snow, and wonderfully modeled brick textures, you'll find lots of details that might escape initial notice. For example, most stages have some kind of action going on in the background, like a train passing, a car crash, or a fire.

And of course, the game throws in a few extra modes (see sidebar below) and lots of stuff to unlock, like ending cinematics and the requisite hidden characters. Though the cinematics lack the length and drama of the rendered endings found in previous Tekkens, they're nearly as astounding for the fact that they're driven by the game engine. And of course, you'll find the now-expected off-beat humor in these cinematic sequences. The bottom line is, this is going to be a must-have for the best of fighting games. In other words, it's Tekken. (Slightly.)

As for the gameplay itself, it remains faithful to the arcade version: the big question here is the ability to swap out with another character in the middle of a fight, which adds a surprising degree of strategy (see the Big Tip below). You can even enter a training mode to control the second character, making for some raucous four-player battles.

And of course, the game throws in a few extra modes (see sidebar below) and lots of stuff to unlock, like ending cinematics and the requisite hidden characters. Though the cinematics lack the length and drama of the rendered endings found in previous Tekkens, they're nearly as astounding for the fact that they're driven by the game engine. And of course, you'll find the now-expected off-beat humor in these cinematic sequences. The bottom line is, this is going to be a must-have for the best of fighting games. In other words, it's Tekken. (Slightly.)

TEKKEN TAG FEATURES THE RETURN OF WACKY ANIMAL CHARACTERS LIKE ROGER AND KUMA, BUT THIS TIME THEY LOOK ALMOST LIFELIKE.



Unlike Dead or Alive 2, the tag system in Tekken is based on a single-out victory. That is, once one of your characters gets knocked out, the round is over (DoA requires both to be KO'd). Luckily, the resting character can recharge his or her energy. So the ideal strategy is to switch out your players after a particularly powerful, fast hit—this leaves the most room for regeneration. And if your health gets really low, get out!



## ALLEY ALTERCATIONS

Since Tekken 3 threw in the whimsically entertaining Tekken Ball Mode (a bizarre hybrid of fighting and volleyball), the addition of at least one wacky new mode was expected for Tekken Tag. But Namco really outdid themselves with Tekken Bowl Tournament, a tag-team bowling minigame (right) that has characters hurling a shiny silver ball at golden pins fashioned in the shape of Heihachi's head! Tired of throwing straight down the alley? Why not aim for one of the onlookers instead? You can score a "KO" with every one you take out!







Uh huh. That's right. The King of the Ring, Afro Thunder, returns with more style, moves, taunts and punishing soul. Plus a spectrum of new features await like 13 outrageous new boxers including 5 special characters and 10 returning contenders. It's intense, over-the-top boxing action. Come on. I know you feel it now. Let's Get Ready To Rumble.



### Train with Mini Games



### New Ring-Clearing Rumble Flurries



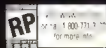
### New Taunts, Combos and Animations



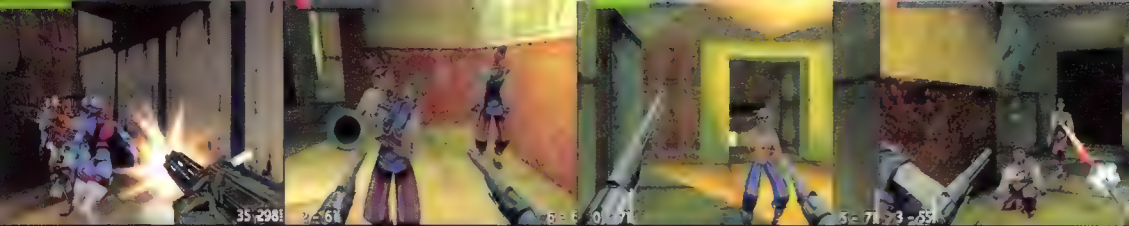
## 23 Outrageous Boring Propaganda



### Sharper Single Player Boxing

[illegible]

<sup>a</sup>Source: author's estimate from Pooled Time Series.



**TIMESPLITTERS SHOULD BE THE FASTEST FIRST-PERSON SHOOTER EVER CREATED FOR A CONSOLE. AND THE MOST FUN AS WELL.**

**5 MUST-HAVE GAMES!**

# TimeSplitters

There are two camps when it comes to console first-person shooters. In one, there are the gamers who have no interest in this genre. They'd rather stick with things that make "more sense" on their system—be it racing, fighting, RPG or action. They've never played an FPS, and aren't about to start. In the other group are all those FPS addicts. They've frapped their way through every possible FPS on the PC, from Wolfenstein to Quake, and just knew that their favorite games couldn't be properly represented on a console. For those in the TimeSplitters, both camps may soon have a change of heart.

Developed by Free Radical Design, which is made up of former Duke team members, it was worked on the critically acclaimed and enormously successful GoldenEye 007 for Nintendo 64. TimeSplitters is shaping up to be the best FPS ever produced for any console. The game is silky smooth—even in four-player split-screen mode, the framerate never slows, and the engine can accommodate a silly amount of enemies and action onscreen simultaneously. It's a great platform for the PlayStation 2, the only console game that will

impress even the PS2 nonbelievers out there. The levels are huge, well-designed and full of tiny details. There are 24 playable characters, scores of unique weapons, and plenty of on-the-fly multiplayer matches. Use Deathmatch, a set Stand and Tag the Flag. But beyond sheer speed and beauty of the game, there's also brilliant control schemes. If you've never played an FPS before, you'll soon be frapping with the best of them. The way this game uses Dual Analog sticks is perfect for novices, who'll have no problem adjusting to this sometimes difficult game. And while some seasoned FPS players may lament the lack of mouse-and-keyboard control, they all have to concede that the DualShock 2 works pretty damn well.

More important, though, TimeSplitters is one of the most enjoyable multiplayer games that's ever come through this office. It's a rare game that can bring out the intense competitive spirit in each and every gamer around. In the past, where all work could seem to end, it's a game that's just "one more" deathmatch. All gamers who are looking for a game to play with Quakers—owe it to themselves to play this game.

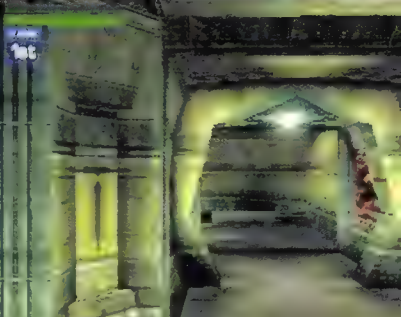


**FOUR PLAYERS. SCORES OF ONSCREEN ENEMIES. MASSIVE, DETAILED LEVELS. TONS OF PYROTECHNICS. BRILLIANT LEVEL EDITOR.**



## BUILD YOUR OWN

Twenty-four levels not enough for you? Well, TimeSplitters has what may be the coolest level editor ever seen in a console game. Have a favorite arena in Quake or Doom? You can probably re-create it fairly accurately. Or you can create your own unique arena. The editor is extremely easy to use, and creates surprisingly robust, detailed levels. If you can imagine it, you can build it. How's that for infinite replayability?







**I'd rather be  
pissing off skiers**

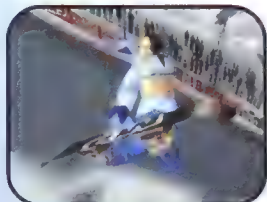
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full of cars, kickers, trees and rails



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in the all-new stunt mode

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# ■■■ ACTION BASS



After a hard day of fishing under the sun or competing in a tournament, you look with awe at the trophies your angling skills have awarded you. In this action-packed arcade style fishing game, the player can either spend time leisurely casting across lake waters waiting for a bite on the line or they can enter an intense fishing competition where the only fish that matters is the biggest catch of the day. Along the way players will face all sorts of challenges including shifting water conditions, unstable weather and even more skilled opponents as he continually attempts to outwit the wily bass during each season of the year. Amazingly realistic fish behavior ensures that no fish is caught without a fight and that reeling in a winner delivers optimum angling action excitement.

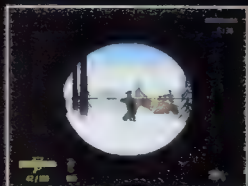
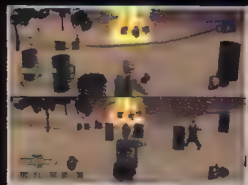
- Tournament-style Challenge Mode, free-wheeling Free Mode, and an Extra Bonus Mode.
- Lure Action Gauge allows the player to monitor lure movement easily.
- Enjoy watching fish (up to five heaviest) you brought back in the Aquarium Mode.
- Five diverse lures are available at the beginning, covering a wide range of water conditions and lure movements. More lures will be available as the player gains experience.
- Wide variety of "lure action" possible to attract bass, some requiring retrieving or reel movements only, others requiring skillful combination of the two.

**\$9.99\* GOT GAME? \$9.99\***

[WWW.TAKE2GAMES.COM](http://WWW.TAKE2GAMES.COM)



# SPEC OPS: STEALTH PATROL



Welcome to the US Army Rangers, one of the toughest and most elite of the world's military task forces. Your main objective is to control your team of Rangers and eliminate opponent targets while completing mission sub-tasks in the time allotted. Choose between stealth or all out frontal assault- it's up to you. 3D immersion, time pressure and realistic combat will keep you begging for more.

Immersed in huge, outdoor 3D environments you and your team members must successfully execute your tasks which revolve around several different mission objectives including reprisal attacks, seize and destroy missions, counter-terrorist attacks and raid and destroy missions. Each environment is unique, not only in look and feel, but in game play as well. With the emphasis on action and realism, navigate your team with guns blazing or silently under the cover of darkness across landscapes of thick jungle, barren desert, arctic tundra and dense forest.

Do you have what it takes? Will you be able to complete your mission, though you may be the lone survivor?



- :: 5 intense mission campaigns each with numerous sub-missions based on real activities carried out by the US Army Rangers
- :: An arsenal to choose from including shotguns, grenades, machine guns, sniper rifles and more
- :: 3 difficulty levels - Private (Easy), Corporal (Medium), Sergeant (Difficult) offers massive replay value
- :: In the 2 Ranger option the player has simultaneous control of 2 Rangers
- :: Create an inventory filled with hi-tech equipment to aid the Rangers in their tasks - GPS navigation for moving through dense landscape, tripwire mines to booby trap enemies, nightvision goggles for stealth accuracy, med kits for injury repair and more

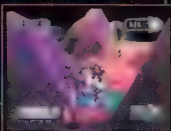
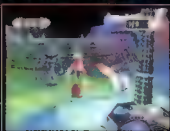
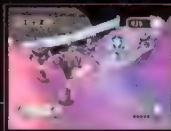
**\$9.99\* GOT GAME? \$9.99\***

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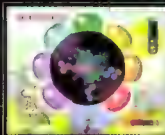
## ■■■BALL BREAKERS

Roll with the punches! Roll over the competition!



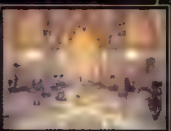
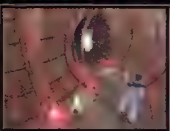
## ■■■SPIN JAM

Ultra-addictive arcade action puzzler!!!!!!



## ■■■MARTIAN GOTHIC

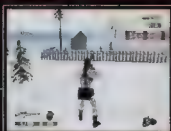
Horror on an intergalactic scale!



## ■■■SPEC OPS:

STEALTH PATROL

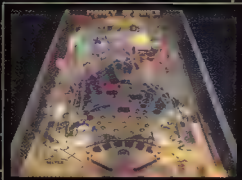
The enemy is expecting you tomorrow. You're already there!



## ■■■PRO-PINEBALL

BIG RACE USA

Pro Pinball. Big Race USA delivers more adrenaline-pumping action than your brain can handle!



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\*Suggested Retail Price

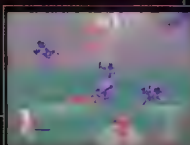
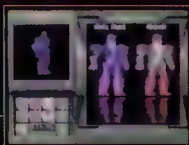
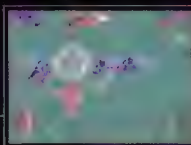
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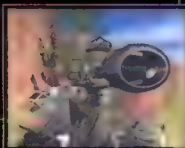
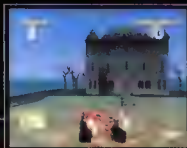
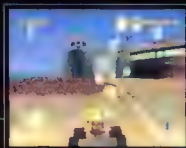
## ■■■ SPEEDBALL 2100

Extreme sports have been taken to the next Level!



## ■■■ GRUDGE WARRIORS

There is no such thing as friendly fire.

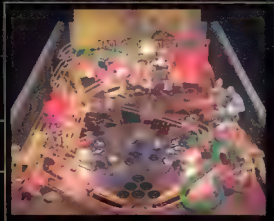


## ■■■ FORD RACING



## ■■■ PRO-PINBALL FANTASTIC JOURNEY

Steam powered time travel will whisk you away into the world of pinball.



\* Suggested Retail Price \$9.99.  
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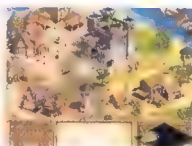
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## 7 Blades

**Publisher** Namco  
**Developer** Namco  
**Release** November 2001

This one's based on the Japanese movie *Legend of Zendo*, where evil space ninjas invade our precious planet Earth. The game begins with Gokurakumaru, the main character, fighting in feudal Japan. It's no surprise that you'll even taily battle in a space ship.



## Age of Empires II: Age of Kings

**Publisher** Microsoft  
**Developer** Microsoft  
**Release** November 2001

Microsoft's Age of Empires II: Age of Kings is a real-time strategy game that allows you to build and manage a medieval empire. The game features a variety of units and buildings, and a complex economy system. It's a classic RTS that's been around for years, and it's still one of the best.



## All-Star Baseball 2002

**Publisher** Sony CEA  
**Developer** Sony  
**Release** November 2001

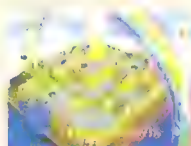
All-Star Baseball 2002 is a baseball game that allows you to play as one of the 30 MLB teams. The game features a variety of gameplay options, including batting, pitching, and fielding. It's a classic baseball game that's been around for years, and it's still one of the best.



## Ape Escape 2

**Publisher** Sony CEA  
**Developer** Namco & Rockets  
**Release** November 2001

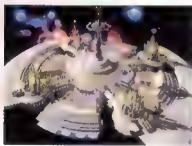
Expect Ape Escape 2 to involve the escape of more apes—and this time those simians will look even better! The game is the same as far as the Dual Shock is concerned, the original still existing as the only game out there to make you push the controller to new depths.



## Aquapuz: Wetriz 2

**Publisher** Namco  
**Developer** Namco  
**Release** November 2001

A clever puzzle game played on a game board, Aquapuz's different terrain dictates how you'll manage to keep water from spilling in and running the fun. Graphically it looks great, and the water effects are superb. Could this possibly be the next great puzzler?



## Armada 2

**Publisher** EA  
**Developer** EA  
**Release** November 2001

The sequel to the Dreamcast's Armada is a space shooter expected to arrive online play. The developer even hopes to allow people with a PS2 to play with and against people with the Sega system. The Internet aspect of this game will really bring this to the next level.



## Armored Core 2

**Publisher** Sony CEA  
**Developer** Sony  
**Release** November 2001

Armored Core 2 is a mecha game that allows you to build and manage your own mecha. The game features a variety of weapons and armor, and a complex economy system. It's a classic mecha game that's been around for years, and it's still one of the best.



## Army Men: Air Attack 2

**Publisher** Sony CEA  
**Developer** Sony  
**Release** November 2001

Army Men: Air Attack 2 is a top-down strategy game that allows you to build and manage your own army. The game features a variety of units and weapons, and a complex economy system. It's a classic strategy game that's been around for years, and it's still one of the best.



## Army Men: Sarge's Heroes 2

**Publisher** Interplay  
**Developer** Interplay  
**Release** November 2001

Army Men: Sarge's Heroes 2 is a top-down strategy game that allows you to build and manage your own army. The game features a variety of units and weapons, and a complex economy system. It's a classic strategy game that's been around for years, and it's still one of the best.



## Baldur's Gate

**Publisher** Interplay  
**Developer** Interplay  
**Release** November 2001

This massively popular PC role-playing game is due to make the jump to PlayStation2 sometime late next year. Hopefully the game will retain the excellent multiplayer support that has made it a favorite among parties online.



## Black & White

**Publisher** EA Games  
**Developer** Lionhead Studios  
**Release** November 2001

Set in the mystical land of Eden, players will enter this game as a deity who has the power of divine intervention. You'll seek to raise a creature to gigantic proportions to do your bidding. Whether your creation is good or evil—black or white—depends upon your actions.



## Blair Witch Project

**Publisher** ILM  
**Developer** ILM  
**Release** November 2001

The first of three planned in the Blair Witch Project is a horror game that allows you to explore a dark, mysterious world. The game features a variety of weapons and armor, and a complex economy system. It's a classic horror game that's been around for years, and it's still one of the best.



## The Bouncer

**Publisher** Sony CEA  
**Developer** Sony  
**Release** November 2001

The Bouncer is a top-down strategy game that allows you to build and manage your own army. The game features a variety of units and weapons, and a complex economy system. It's a classic strategy game that's been around for years, and it's still one of the best.



## Bust-A-Groove 3

**Publisher** Sony CEA  
**Developer** Sony  
**Release** November 2001

Bust-A-Groove 3 is a top-down strategy game that allows you to build and manage your own army. The game features a variety of units and weapons, and a complex economy system. It's a classic strategy game that's been around for years, and it's still one of the best.



## Carrier

**Publisher** Jaleco  
**Developer** Jaleco  
**Release** November 2001

Originally a Dreamcast game (and not a very well received one at that!) Jaleco's survival horror title has been completely revamped for the PS2. As either a male or female character, you'll fight hordes of mutant creatures. Do you have what it takes to survive?



## CART Fury

**Publisher** Midway  
**Developer** Midway  
**Release** November 2001

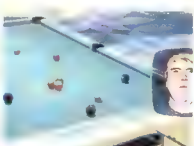
Midway dishes up a unique mix of arcade and simulation racing with CART Fury. You'll race tiny cars through crazy arcade environments (complete with turbo), all the while being careful not to sustain too much damage to the vehicle, which will take you out of the race.



## Cool Boarders

**Publisher** Sony CEA  
**Developer** ILM  
**Release** November 2001

Cool Boarders is a top-down strategy game that allows you to build and manage your own army. The game features a variety of units and weapons, and a complex economy system. It's a classic strategy game that's been around for years, and it's still one of the best.



## Cool Pool: Billiards Master

**Publisher** Sony CEA  
**Developer** Sony  
**Release** November 2001

Cool Pool: Billiards Master is a top-down strategy game that allows you to build and manage your own army. The game features a variety of units and weapons, and a complex economy system. It's a classic strategy game that's been around for years, and it's still one of the best.



## Dark Cloud

**Publisher** Sony CEA  
**Developer** Namco  
**Release** November 2001

This fantastic-looking RPG follows the adventures of a youth named Toran, who has the ability to revive souls from the dead. His haunting gift makes it his burden to rebuild homes of townsfolk whose souls have been imprisoned by an evil demon.



## Dead or Alive 2: Hardcore

**Publisher** Tecmo  
**Developer** Tecmo  
**Release** November 2001

With a fighting engine as close to Virtua Fighter as you'll get on a non-Sega console, this boob-filled light-fest is a significant improvement over your DC counterpart. You'll start with 12 fighters, but you can also earn upgrades. Some beautiful detail makes this one a keeper.



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Experience speed beyond your wildest dreams with the brand new underground sport: NGEN Racing – the ultimate thrill. Battle your way through 5 different leagues, discover new prototypes, upgrade and enhance your jets, challenge adversaries and become the Premier Jet Jockey. Are you ready for a Mach 2 dash to glory?

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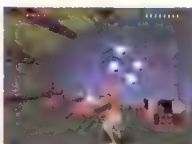




## Donald Duck: Quack Attack

**Publisher:** The Walt Disney Company  
**Developer:** The Walt Disney Company  
**Release:** November 2000

Your first chance to see Donald Duck in 3D sets the grumpy fowl on an action-heavy quest to save Daisy from her kidnapper, a magician named Merlock. Hilarious abound in this adventure, as Donald's trademark temper plays a major role as well.



## Dragon's Lair 3D

**Publisher:** TBA  
**Developer:** Dragonstone Software  
**Release:** TBA

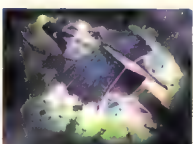
Loved by some and loathed by others, 1982's Dragon's Lair was the first ever arcade game to utilize laserdisc technology. Expert its PS2 evolution to resemble the revolutionary title's look and humorous events, but this time you can actually control Dirk and his Nigel!



## Drakan

**Publisher:** TBA  
**Developer:** TBA  
**Release:** TBA

Based on the popular PC franchise, don't mistake this game to mirror predecessor III's actually part two. SCEA wants a fresh start on the PlayStation 2, hence the absence of a numeral after the title. The fantasy-based strategy features plenty of dragons and magic.



## Dreamland Chronicles

**Publisher:** TBA  
**Developer:** TBA  
**Release:** TBA

Dreamland Chronicles is a promising-looking turn-based strategy from the same well-known Japanese developer as the previous title.



## Driving Emotion Type-S

**Publisher:** Square EA  
**Developer:** Square  
**Release:** TBA

Driving Emotion Type-S includes 40 cars from the likes of Porsche, Ferrari and Mitsubishi. Though the release of the game in Japan was often criticized for its shaky controls, SquareSoft has now used them for the "slate" game. We can't wait to see this one.



## Dropship

**Publisher:** Sony CEA  
**Developer:** London Development Studio  
**Release:** Spring 2001

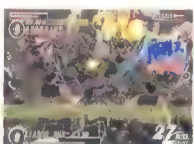
A real-time strategy/air-combat game, Dropship places you in the role of a pilot who must fly several combat missions in a variety of futuristic crafts. It features some sweet textures, as well as some really nice landscapes. But mostly, it shows off some beautiful places.



## Duke Nukem

**Publisher:** Rockstar  
**Developer:** J.J. Reznick  
**Release:** TBA

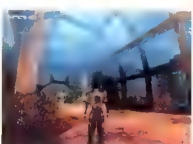
Though we do know for sure that Duke will make the jump to PS2, we've only seen a few screenshots. The game is the as yet-unreleased PC title Duke Nukem Forever, which has been in development since... well, forever.



## Dynasty Warriors 2

**Publisher:** TBA  
**Developer:** TBA  
**Release:** TBA

If you're expecting Koei's fighting game to be a real-life Chinese historical figure battling by yourself on a field of thousands of warriors. Lots of hack and slash fun.



## Eden

**Publisher:** TBA  
**Developer:** TBA  
**Release:** TBA

Eden is a real-time strategy game that's been in development for a while. It's a real-time strategy game that's been in development for a while.



## Ephemeral Fantasia

**Publisher:** TBA  
**Developer:** TBA  
**Release:** TBA

Ephemeral Fantasia is a real-time RPG that's been in development for a while. It's a real-time RPG that's been in development for a while.



## ESPN International Track & Field

**Publisher:** Konami  
**Developer:** Konami  
**Release:** Fall 2000

This is a game for the Olympic games. You'll square off against the world's best competition in twelve events, including the long jump, weightlifting, sprint shooting and more. This is the only party game for the PS2. The emotions of the Olympic games really surface.



## ESPN NBA 2Night

**Publisher:** Konami  
**Developer:** Konami  
**Release:** November 2000

The NBA's most popular game, ESPN NBA 2Night is a real-time basketball game. It's a real-time basketball game that's been in development for a while.



## ESPN NFL Primetime

**Publisher:** TBA  
**Developer:** TBA  
**Release:** TBA

ESPN NFL Primetime is a real-time football game. It's a real-time football game that's been in development for a while.



## ESPN X Games: Snowboarding

**Publisher:** TBA  
**Developer:** TBA  
**Release:** TBA

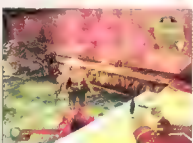
ESPN X Games: Snowboarding is a real-time snowboarding game. It's a real-time snowboarding game that's been in development for a while.



## Eternal Ring

**Publisher:** TBA  
**Developer:** TBA  
**Release:** TBA

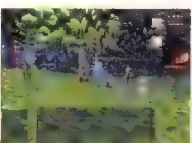
Eternal Ring is a real-time action game. It's a real-time action game that's been in development for a while.



## Evergrade

**Publisher:** Aspyr  
**Developer:** Aspyr  
**Release:** TBA

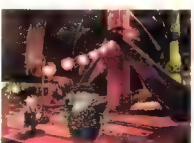
Evergrade is an RPG from the creators of Armored Core. It tells the story of Yulteral and Shalana, two friends who share a mysterious Core. It's a world where you can play as either a hero or a villain. Eventually their marks will pit them against evil. But who will be victorious?



## Everquest

**Publisher:** Sony CEA  
**Developer:** Verant  
**Release:** TBA

Everquest is a massively multiplayer online role-playing game. It's a massively multiplayer online role-playing game that's been in development for a while.



## Evil Twin

**Publisher:** TBA  
**Developer:** TBA  
**Release:** TBA

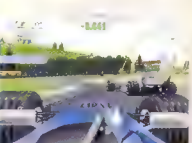
Evil Twin is a real-time action game. It's a real-time action game that's been in development for a while.



## Extermination

**Publisher:** TBA  
**Developer:** TBA  
**Release:** TBA

Extermination is a real-time action game. It's a real-time action game that's been in development for a while.



## F1 Championship Season 2001

**Publisher:** TBA  
**Developer:** TBA  
**Release:** TBA

F1 Championship Season 2001 is a real-time racing game. It's a real-time racing game that's been in development for a while.



PlayStation 2

# 湾岸 MIDNIGHT CLUB STREET RACING

You know the rules,  
there are no rules.

RELEASE DATE: PLAYSTATION 2 LAUNCH

CUTTING EDGE SOUNDTRACK FROM SOME OF THE WORLD'S LEADING  
TECHNO/DRUM AND BASS ARTISTS - DOM AND ROLAND, DERRICK MAY AND SURGEON

Race across two accurately modeled cities -  
New York and London

Win the pink slips of opposing players!  
Rise up through the ranks in the  
illicit world of the Midnight Club.


Play in a persistent world with  
interactive traffic, pedestrians  
and law enforcement.

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**ODE TO INTERNATIONAL TRACK & FIELD  
ROSES ARE RED. VIOLETS ARE BLUE.  
WE'VE GOT MAURICE GREENE.  
HE'S THE FASTEST MAN IN THE WORLD.**



PlayStation 2

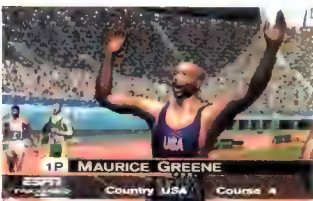
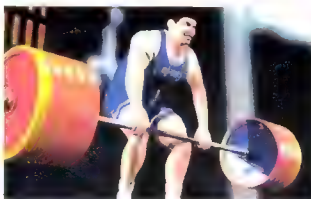


Sega Dreamcast



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## FIFA 2001 Major League Soccer

**Publisher:** EA Sports  
**Developer:** EA Sports  
**Release:** November 2000

We've already had a chance to get our hands—or rather, feet—all over this one, and already it's looking like the greatest soccer game ever. The DualShock 2 offers unprecedented control and the graphics are simply amazing. But will it bring "footie" to the masses?



**Futurama**

**Publisher** Interactive  
**Developer** TGA  
**Release** N/A  
TGA has recently announced that this game will be the works, but would be a more of a game, definitely. It's a bit of a thought, as the kind of humor you can find in the game is not as the work of the game.



### The Getaway

**Publisher** EA  
**Developer** EA GAMES  
**Release** summer 2006  
The screens released for this game left us with gaping jaws and a frank sense of skepticism that what we were seeing was actually game play. But we've heard reports that this *Driver* style game set in London looks awfully similar in motion and that's really, really good.



Gran Turismo 2000

**Publisher** Sony CEA  
**Developer** Polyphony Digital  
**Release** January 2001

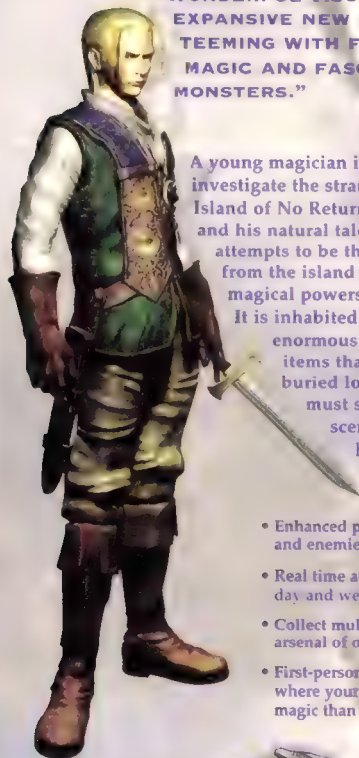
Though it was recently revealed to us that GT2000 will contain a mere 150 cars, apparently including more would require more than one DVD! We also found out they've doubled the graphic resolution. Now excuse us while we go change our trousers.



# WHO SAID FANTASIES HAD TO BE FINAL?

"WONDERFUL VISUALS OF AN  
EXPANSIVE NEW ENVIRONMENT  
TEEMING WITH FANCIFUL  
MAGIC AND FASCINATING  
MONSTERS."

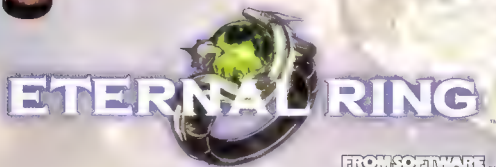
— GAMER'S REPUBLIC



A young magician is sent by his King to investigate the strange happenings on the Island of No Return. Armed with his sword and his natural talent as a sorcerer, Cain attempts to be the first person to return from the island alive. Legend has it that magical powers are at rest on this island.

It is inhabited by numerous beasts, enormous dragons, and magical items that were supposed to be buried long ago. As Cain, the player must solve several baffling scenarios whilst keeping his hide intact in his search for the ultimate magic ring.

- Enhanced polygon graphics of giant dragons and enemies in a completely 3D world.
- Real time atmospheric effects include time of day and weather FX.
- Collect multiple magic rings to build an arsenal of offensive and defensive spells.
- First-person perspective in an RPG adventure where your combat skills will rely more on magic than swordplay.



*Terrifying monsters inhabit the island of No Return*



*Gather magic rings to cast devastating spells*



*First-person view requires precise combat skills*



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## Grandia II

**Publisher:** Uta Soft  
**Developer:** Game Arts

**Release:** TBA

Though this stellar role-playing game's PS2 release has been in question, there's so much interest in it in the states that we had to include it here. The front and true gameplay of this classic RPG would make a nice addition to the PlayStation RPG roster. Let's hope we get it.



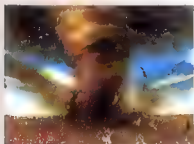
## Herdy Gerdy

**Publisher:** J

**Developer:** J

**Release:** J

Put to sleep by an evil spirit, your father, the keeper of all animals, is unable to ensure peace on the island's creatures. As Gerdy, you must fulfill your pop's daunting task and find out who did this to him by exploring a 3D world full of chatty varmints.



## Kessen II

**Publisher:** Koei (Subject to change)

**Developer:** Koei

**Release:** 2001

We've just learned that Koei is already preparing the release of Kessen II. Due in Japan this winter, the game will up the ante visually, adding an extra four-handed sword to the arsenal at a time. The game will also be a bit less realistic, allowing the use of magic spells.



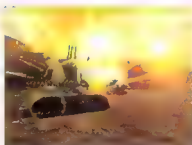
## The Lost

**Publisher:** Crave

**Developer:** Irrational Games

**Release:** Fall 2000

This game should mix elements of survival horror and role-playing games for a spooky, Silent Hill-ish or Parasite Eve-esque experience. What's really interesting about the game is that it's being designed by the creators of the beloved System Shock.



## Ground Control

**Publisher:** MCA

**Developer:** MCA

**Release:** TBA

It's a tactical war game, but it's not the kind of war game you're used to. It's a real-time strategy game, but it's not the kind of war game you're used to. It's a real-time strategy game, but it's not the kind of war game you're used to.



## Hidden & Dangerous

**Publisher:** Take 2

**Developer:** EA Sports

**Release:** J

It's a tactical war game, but it's not the kind of war game you're used to. It's a real-time strategy game, but it's not the kind of war game you're used to. It's a real-time strategy game, but it's not the kind of war game you're used to.



## Knockout Kings 2001

**Publisher:** EA Sports

**Developer:** EA Sports

**Release:** J

EA Sports takes a break from boxing and returns to the ring with Knockout Kings 2001. The game features a new boxing system, a new character, and a new story. It's a real-time strategy game, but it's not the kind of war game you're used to.



## Lotus Extreme Challenge

**Publisher:** Interplay

**Developer:** Interplay

**Release:** J

It's a tactical war game, but it's not the kind of war game you're used to. It's a real-time strategy game, but it's not the kind of war game you're used to. It's a real-time strategy game, but it's not the kind of war game you're used to.



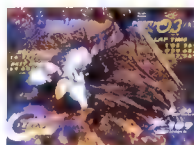
## Gungriffon Blaze

**Publisher:** MCA

**Developer:** MCA

**Release:** TBA

It's a tactical war game, but it's not the kind of war game you're used to. It's a real-time strategy game, but it's not the kind of war game you're used to. It's a real-time strategy game, but it's not the kind of war game you're used to.



## Jet Ion Grand Prix

**Publisher:** Take 2

**Developer:** EA Sports

**Release:** J

It's a tactical war game, but it's not the kind of war game you're used to. It's a real-time strategy game, but it's not the kind of war game you're used to. It's a real-time strategy game, but it's not the kind of war game you're used to.



## Legacy of Kain: Blood Omen 2

**Publisher:** J

**Developer:** J

**Release:** J

It's a tactical war game, but it's not the kind of war game you're used to. It's a real-time strategy game, but it's not the kind of war game you're used to. It's a real-time strategy game, but it's not the kind of war game you're used to.



## Max Payne

**Publisher:** Take 2

**Developer:** EA Sports

**Release:** J

It's a tactical war game, but it's not the kind of war game you're used to. It's a real-time strategy game, but it's not the kind of war game you're used to. It's a real-time strategy game, but it's not the kind of war game you're used to.



## Gunslinger

**Publisher:** J

**Developer:** J

**Release:** J

It's a tactical war game, but it's not the kind of war game you're used to. It's a real-time strategy game, but it's not the kind of war game you're used to. It's a real-time strategy game, but it's not the kind of war game you're used to.



## Kengo: Master of Bushido

**Publisher:** J

**Developer:** J

**Release:** J

It's a tactical war game, but it's not the kind of war game you're used to. It's a real-time strategy game, but it's not the kind of war game you're used to. It's a real-time strategy game, but it's not the kind of war game you're used to.



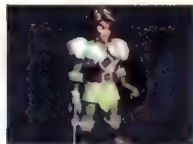
## Legacy of Kain: Soul Reaver 2

**Publisher:** J

**Developer:** J

**Release:** J

It's a tactical war game, but it's not the kind of war game you're used to. It's a real-time strategy game, but it's not the kind of war game you're used to. It's a real-time strategy game, but it's not the kind of war game you're used to.



## Maximo

**Publisher:** J

**Developer:** J

**Release:** J

It's a tactical war game, but it's not the kind of war game you're used to. It's a real-time strategy game, but it's not the kind of war game you're used to. It's a real-time strategy game, but it's not the kind of war game you're used to.



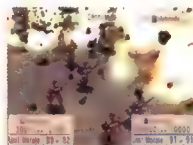
## Harry Potter

**Publisher:** J

**Developer:** J

**Release:** J

It's a tactical war game, but it's not the kind of war game you're used to. It's a real-time strategy game, but it's not the kind of war game you're used to. It's a real-time strategy game, but it's not the kind of war game you're used to.



## Kessen

**Publisher:** J

**Developer:** J

**Release:** J

It's a tactical war game, but it's not the kind of war game you're used to. It's a real-time strategy game, but it's not the kind of war game you're used to. It's a real-time strategy game, but it's not the kind of war game you're used to.



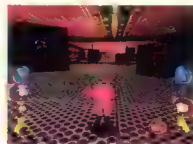
## Legion: Legend of Excalibur

**Publisher:** J

**Developer:** J

**Release:** J

It's a tactical war game, but it's not the kind of war game you're used to. It's a real-time strategy game, but it's not the kind of war game you're used to. It's a real-time strategy game, but it's not the kind of war game you're used to.



## MDK2 Armageddon

**Publisher:** J

**Developer:** J

**Release:** J

It's a tactical war game, but it's not the kind of war game you're used to. It's a real-time strategy game, but it's not the kind of war game you're used to. It's a real-time strategy game, but it's not the kind of war game you're used to.



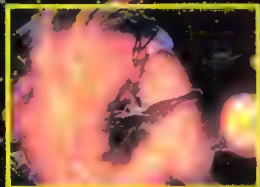
# SLIPSTREAM

## THE LOST PLANET

Believe in Your Pilots  
Hope for the Best  
Pray for a Savior

"A visual feast for PS2 owners...in shooter heaven."

— Gamers' Republic



PlayStation 2



Animated Violence  
Mild Language



Our games go to 11!

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## MEDAL OF HONOR

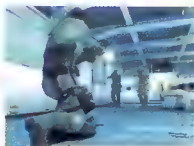
### Medal of Honor 3

Publisher EA Games

Developer EA GAMES

Release Fall

The Medal of Honor series has been a staple of the PlayStation 2 and Xbox 2000. The series has been a staple of the PlayStation 2 and Xbox 2000. The series has been a staple of the PlayStation 2 and Xbox 2000. The series has been a staple of the PlayStation 2 and Xbox 2000.



### Metal Gear Solid 2: Sons of Liberty

Publisher Konami

Developer Konami

Release Fall

Metal Gear Solid 2: Sons of Liberty is a third-person action-adventure game. It is the second game in the Metal Gear Solid series. The game was developed by Konami and published by Konami.



### Midnight Club

Publisher EA GAMES

Developer EA GAMES

Release Fall

Midnight Club is a racing game developed by EA GAMES. It is the first game in the Midnight Club series. The game was developed by EA GAMES and published by EA GAMES.



### Mille Miglia Racing

Publisher EA GAMES

Developer EA GAMES

Release Spring 2001

Mille Miglia Racing is a racing game developed by EA GAMES. It is the first game in the Mille Miglia Racing series. The game was developed by EA GAMES and published by EA GAMES.



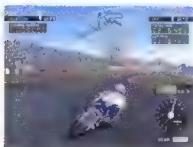
### Mobile Suit Gundam

Publisher Bandai

Developer Bandai

Release Fall

Mobile Suit Gundam is a strategy game developed by Bandai. It is the first game in the Mobile Suit Gundam series. The game was developed by Bandai and published by Bandai.



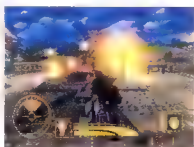
### Moto GP

Publisher EA GAMES

Developer EA GAMES

Release Fall

Moto GP is a racing game developed by EA GAMES. It is the first game in the Moto GP series. The game was developed by EA GAMES and published by EA GAMES.



### Motor Mayhem

Publisher EA GAMES

Developer EA GAMES

Release Fall

Motor Mayhem is a racing game developed by EA GAMES. It is the first game in the Motor Mayhem series. The game was developed by EA GAMES and published by EA GAMES.



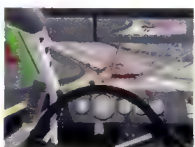
### NASCAR 2001

Publisher EA GAMES

Developer EA GAMES

Release Fall

NASCAR 2001 is a racing game developed by EA GAMES. It is the first game in the NASCAR 2001 series. The game was developed by EA GAMES and published by EA GAMES.



### NASCAR Heat

Publisher EA GAMES

Developer EA GAMES

Release Spring 2001

NASCAR Heat is a racing game developed by EA GAMES. It is the first game in the NASCAR Heat series. The game was developed by EA GAMES and published by EA GAMES.



### Navy SEALs

Publisher EA GAMES

Developer EA GAMES

Release Fall

Navy SEALs is a first-person shooter game developed by EA GAMES. It is the first game in the Navy SEALs series. The game was developed by EA GAMES and published by EA GAMES.



### NBA Live 2001

Publisher EA GAMES

Developer EA GAMES

Release Fall

NBA Live 2001 is a basketball game developed by EA GAMES. It is the first game in the NBA Live 2001 series. The game was developed by EA GAMES and published by EA GAMES.



### NHL 2001

Publisher EA GAMES

Developer EA GAMES

Release Fall

NHL 2001 is a hockey game developed by EA GAMES. It is the first game in the NHL 2001 series. The game was developed by EA GAMES and published by EA GAMES.



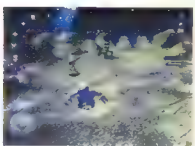
### No One Lives Forever

Publisher EA GAMES

Developer EA GAMES

Release Fall

No One Lives Forever is a first-person shooter game developed by EA GAMES. It is the first game in the No One Lives Forever series. The game was developed by EA GAMES and published by EA GAMES.



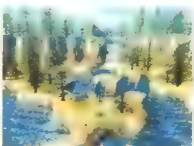
### Nooks and Crannies

Publisher EA GAMES

Developer EA GAMES

Release Fall

Nooks and Crannies is a first-person shooter game developed by EA GAMES. It is the first game in the Nooks and Crannies series. The game was developed by EA GAMES and published by EA GAMES.



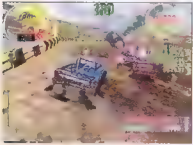
### Oddworld: Munch's Oddysee

Publisher EA GAMES

Developer EA GAMES

Release Fall

Oddworld: Munch's Oddysee is a platform game developed by EA GAMES. It is the first game in the Oddworld: Munch's Oddysee series. The game was developed by EA GAMES and published by EA GAMES.



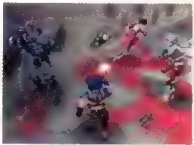
### Offroad Thunder

Publisher EA GAMES

Developer EA GAMES

Release Fall

Offroad Thunder is a truck game developed by EA GAMES. It is the first game in the Offroad Thunder series. The game was developed by EA GAMES and published by EA GAMES.



### Oni

Publisher EA GAMES

Developer EA GAMES

Release Fall

Oni is a fighting game developed by EA GAMES. It is the first game in the Oni series. The game was developed by EA GAMES and published by EA GAMES.



### Onimusha: Warlords

Publisher EA GAMES

Developer EA GAMES

Release Fall

Onimusha: Warlords is a fighting game developed by EA GAMES. It is the first game in the Onimusha: Warlords series. The game was developed by EA GAMES and published by EA GAMES.



### Orphen

Publisher EA GAMES

Developer EA GAMES

Release Spring 2001

Orphen is a fighting game developed by EA GAMES. It is the first game in the Orphen series. The game was developed by EA GAMES and published by EA GAMES.



### Pirates of Skull Cove

Publisher EA GAMES

Developer EA GAMES

Release Fall

Pirates of Skull Cove is a pirate game developed by EA GAMES. It is the first game in the Pirates of Skull Cove series. The game was developed by EA GAMES and published by EA GAMES.



# GUNGRIFFON BLAZE™

IN A POST-APOCALYPTIC FUTURE  
LAW ENFORCEMENT HAS A BOLD NEW LOOK

**"Easily one of the best PS2 launch titles."**  
— Gamers' Republic

PlayStation 2



Animated Violence  
Mild Language

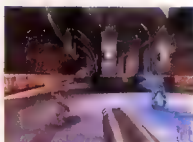


Our games go to 11!

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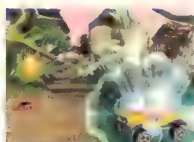
**POD II**  
**Publisher:** Ubi Soft  
**Developer:** Jib Soft  
**Release:** TBA  
 Ubi Soft's high-speed, futuristic racing game jumps from the PC to the PS2 and works as an effective example of just how fast the machine can push graphics around. Imagine something like Wipe-Out, only where the vehicles are very much on the ground.



**Quake III Arena**  
**Publisher:** EA Games  
**Developer:** EA GAMES  
**Release:** Late 2000  
 The definitive first-person shooter series arrives on PS2 with a good bang and really shows off what the hardware can do. Expect some changes and additions to the PS2 version. It's apparently set to be very different from the PC, Mac, and Dreamcast versions.



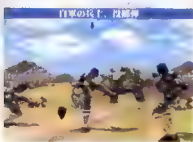
**Rayman Revolution**  
**Publisher:** Ubisoft  
**Developer:** Ubisoft  
**Release:** Spring 2001  
 The impressive French cartoon hero's PlayStation 2 version was originally thought to be a mid-range port of the PS one/Dreamcast fantasy. We've since learned that the new game is something very different, with a new setting, story, and whole new look. It's a very different game.



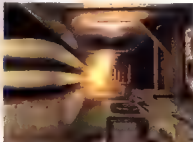
**RC Revenge Pro**  
**Publisher:** Acclaim  
**Developer:** Acclaim Studios  
**Release:** TBA  
 Another one of those RC car games are these getting tedious yet? RC Revenge Pro provides little more than Acclaim's PS one RC offering in the same name. Race little cars in 6 environments, collect powerups and make use of the controlling interface scenery.



**Ready 2 Rumble: Round 2**  
**Publisher:** Midway  
**Developer:** Midway  
**Release:** November 2000  
 Midway's surprise hit of last year returns with a sequel that's basically more of everything. More characters, more stuff to do, more outrageous moves. This could be the definite arcade boxing game when it's released this holiday season.



**Red**  
**Publisher:** Konami  
**Developer:** Konami  
**Release:** TBA  
 Set in an alternate universe where the Pacific War is still being fought in 1964, Red provides you with a vaguely WWII vibe accompanied by some seriously tricked-out hardware. Expect strategy and action elements. This is Japanese, so there are mechs. Obviously.



**Red Faction**  
**Publisher:** THQ  
**Developer:** THQ  
**Release:** Late 2000  
 A first-person shooter from the team that produced Descent 3, Red Faction for the PC (from Interplay) is a game apparently boasts an exceptionally impressive graphics engine. Gameplay will involve lightning on foot and in a variety of different vehicles.



**Resident Evil 4**  
**Publisher:** Capcom  
**Developer:** Capcom  
**Release:** TBA  
 We've heard a lot about Resident Evil 4, but not much about the game itself. It's a third-person action-adventure game, set in a rural village in Spain. It's a game that's been in the making for a long time. It's a game that's been in the making for a long time.



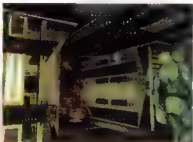
**Resident Evil: Code Veronica**  
**Publisher:** Capcom  
**Developer:** Capcom  
**Release:** TBA  
 Arguably, this is the true Resident Evil 4, even though technically, it's a side story. Spectacularly reviewed on the Dreamcast, Capcom has paid tribute recently by saying "It's a game that's been in the making for a long time. It's a game that's been in the making for a long time."



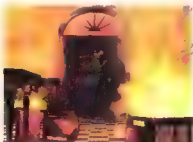
**Ridge Racer V**  
**Publisher:** Namco  
**Developer:** Namco  
**Release:** TBA  
 One of the better PlayStation 2 series continues in Ridge Racer V, which isn't a sequel, but a side story. Spectacularly reviewed on the Dreamcast, Capcom has paid tribute recently by saying "It's a game that's been in the making for a long time. It's a game that's been in the making for a long time."



**Robotech**  
**Publisher:** Mattel  
**Developer:** TBA  
**Release:** TBA  
 Something for the fanboys to wet their pants over, Mattel has picked up the U.S. rights to publish games based on the spectacularly popular Robotech series (currently running as part of Toonami on the Cartoon Network). No news whatsoever about the game yet.



**Run Like Hell**  
**Publisher:** Interplay  
**Developer:** Digi of Mayhem  
**Release:** TBA  
 Survival horror in space with the voice of Lance Henriksen, lol. Interplay's Midway name and apparently the creative input of one John Carpenter. Yes, that one. The one who insists on doing his own music. Genuinely creepy game in a class from what we've seen so far.



**Shadow of Destiny**  
**Publisher:** Interplay  
**Developer:** Interplay  
**Release:** TBA  
 It's a third-person action-adventure game, set in a rural village in Spain. It's a game that's been in the making for a long time. It's a game that's been in the making for a long time.



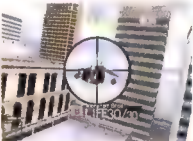
**Shanghai: The Four Elements**  
**Publisher:** Capcom  
**Developer:** Capcom  
**Release:** TBA  
 The new Tokyo Shanghai game for PS2 is again faithful to look at and offers some variations on the gameplay by adding elements changes to the proceedings. For example, near the board before the flame of a candle has been exhausted.



**Shogun: Total War**  
**Publisher:** EA  
**Developer:** Creative Assembly  
**Release:** TBA  
 We're testing this as Shogun: Total War, although we're informed that the game may actually be based on the popular PC real-time strategy title. Very few details are available yet, but we expect some huge-scale battles and realistic historical scenarios.



**Silent Hill 2**  
**Publisher:** Konami  
**Developer:** Konami  
**Release:** TBA  
 All has gone quiet on the Silent Hill 2 front since Sony showed a glimpse of it at a big industry party in May 1999. All we know so far is that it's set in the town of Silent Hill again (duh) and will play in a very similar style to the original. Rumor has it that it's actually a prequel.



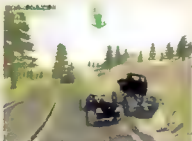
**Silent Scope**  
**Publisher:** Interplay  
**Developer:** Interplay  
**Release:** October 2000  
 Certainly worthy of it's M rating, Silent Scope has you working as a sniper taking out the bad guys. Imagine something like Time Crisis, only where you need to get in really close and make your kill with one shot. It's disturbingly addicting and playable.



**Silpheed: The Lost Planet**  
**Publisher:** Interplay  
**Developer:** Interplay  
**Release:** TBA  
 It's a third-person action-adventure game, set in a rural village in Spain. It's a game that's been in the making for a long time. It's a game that's been in the making for a long time.



**The Sims**  
**Publisher:** EA Games  
**Developer:** EA Games  
**Release:** TBA  
 One of the finest "interactive experiences" ever made, The Sims has proven to be one of the most successful PC products ever. Direct your own virtual soap opera as you affect the lives of your made up family. Manage their toilet habits, relationships and working lives.



**Smuggler's Run**  
**Publisher:** Sega  
**Developer:** Sega  
**Release:** TBA  
 Imagine the gameplay of Sega's awesome Crazy Taxi, only with off-road vehicles and much more expansive terrain. Grab your "backpack" dash to your objective and avoid the cops en route. It's great fun and features some of the coolest terrain in a video game yet.



# The battle begins when life ends.

Ragnarok, the apocalypse, is approaching.  
Your ultimate purpose will transcend life itself.  
From the creators of 'STAR OCEAN: The Second  
Story' comes Valkyrie Profile™, a stunningly beautiful  
RPG adventure with a story like none before.

Your mettle will be tested as you face  
tormenting decisions involving powerful issues of  
love, death and revenge. Destiny  
hinges on your choices, and your ability  
to recruit and train the souls of fallen  
warriors for a war between the gods.  
Heed the call. And find  
out why death is only the beginning.



Mild Animated Violence  
Mild Language  
Suggestive Themes



## Spyro the Dragon 4

Publisher: Vivendi Interactive

Developer: Vivendi

Release: TBA

Rating: E

Genre: Action

Platform: PS2

Price: \$49.99

ESRB: E

Website: www.spyro.com



## SRC

Publisher: EA

Developer: EA

Release: TBA

Rating: E

Genre: Action

Platform: PS2

Price: \$49.99

ESRB: E

Website: www.src.com



## Star Wars RPG

Publisher: EA

Developer: EA

Release: TBA

Rating: E

Genre: Action

Platform: PS2

Price: \$49.99

ESRB: E

Website: www.starwars.com



## Star Wars: Super Bombad Racing

Publisher: EA

Developer: EA

Release: TBA

Rating: E

Genre: Action

Platform: PS2

Price: \$49.99

ESRB: E

Website: www.starwars.com



## Starsky and Hutch

Publisher: EA

Developer: EA

Release: TBA

Rating: E

Genre: Action

Platform: PS2

Price: \$49.99

ESRB: E

Website: www.starskyandhutch.com



## Street Fighter EX3

Publisher: Capcom

Developer: Capcom

Release: October 2000

Through the use of the "Street Fighter EX3" title, the

game is often called a "Street

Fighter EX3" game.

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## Street Lethal

Publisher: EA

Developer: EA

Release: TBA

Rating: E

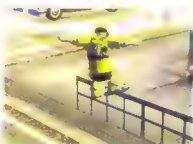
Genre: Action

Platform: PS2

Price: \$49.99

ESRB: E

Website: www.streetlethal.com



## Stunt Squad

Publisher: EA

Developer: EA

Release: TBA

Rating: E

Genre: Action

Platform: PS2

Price: \$49.99

ESRB: E

Website: www.stuntsquad.com



## Summer

Publisher: EA

Developer: EA

Release: TBA

Rating: E

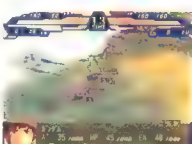
Genre: Action

Platform: PS2

Price: \$49.99

ESRB: E

Website: www.summer.com



## Sunrise Heroes R

Publisher: EA

Developer: EA

Release: TBA

Rating: E

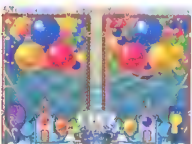
Genre: Action

Platform: PS2

Price: \$49.99

ESRB: E

Website: www.sunriseheroes.com



## Super Bust-A-Move

Publisher: EA

Developer: EA

Release: November 2000

Get ready for more bubble-busting fun

from EA's Super Bust-A-Move.

EA's Super Bust-A-Move is a

bubble-busting game that

features a variety of new

levels and challenges.

EA's Super Bust-A-Move is a

bubble-busting game that

features a variety of new

levels and challenges.

EA's Super Bust-A-Move is a

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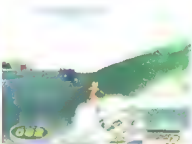
EA's Super Bust-A-Move is a

bubble-busting game that

features a variety of new

levels and challenges.

EA's Super Bust-A-Move is a



## Surfing H30

Publisher: EA

Developer: EA

Release: TBA

Rating: E

Genre: Action

Platform: PS2

Price: \$49.99

ESRB: E

Website: www.surfingh30.com



## Swing Away Golf

Publisher: EA

Developer: EA

Release: TBA

Rating: E

Genre: Action

Platform: PS2

Price: \$49.99

ESRB: E

Website: www.swingawaygolf.com



## Syphon Filter 3

Publisher: EA

Developer: EA

Release: TBA

Rating: E

Genre: Action

Platform: PS2

Price: \$49.99

ESRB: E

Website: www.syphonfilter.com



## Tenchu 3

Publisher: EA

Developer: EA

Release: TBA

Rating: E

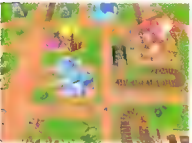
Genre: Action

Platform: PS2

Price: \$49.99

ESRB: E

Website: www.tenchu.com



## Theme Park Roller Coaster

Publisher: EA

Developer: EA

Release: TBA

Rating: E

Genre: Action

Platform: PS2

Price: \$49.99

ESRB: E

Website: www.themeparkrollercoaster.com



## Thunderbirds

Publisher: EA

Developer: EA

Release: TBA

Rating: E

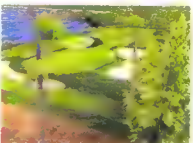
Genre: Action

Platform: PS2

Price: \$49.99

ESRB: E

Website: www.thunderbirds.com



## Tiger Woods PGA Tour 2001

Publisher: EA

Developer: EA

Release: TBA

Rating: E

Genre: Action

Platform: PS2

Price: \$49.99

ESRB: E

Website: www.tigerwoods.com



## Titanium Angels

Publisher: EA

Developer: EA

Release: TBA

Rating: E

Genre: Action

Platform: PS2

Price: \$49.99

ESRB: E

Website: www.titaniumangels.com



## Title Defense

Publisher: EA

Developer: EA

Release: TBA

Rating: E

Genre: Action

Platform: PS2

Price: \$49.99

ESRB: E

Website: www.titledefense.com



# WORMS

## pinball



Everything you love about worms  
wrapped up in classic pinball action.



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WWW.PHYS-SCI.COM

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**PHYSICAL SCIENCE**



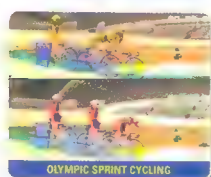
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SHOOTING CENTER, CECIL PARK



VELODROME, BANKSTOWN



SYDNEY INTERNATIONAL REGATTA CENTER,  
PENRITH LAKES



SYDNEY INTERNATIONAL AQUATIC CENTER



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[www.olympics.com](http://www.olympics.com)  
[www.olympicvideogames.com](http://www.olympicvideogames.com)





# Grab the Gold!

For centuries, 1896, 1900 the best athletes from all over the world will gather in the heart of modern Olympic Sydney, the vibrant capital of Australia, for the world's greatest competition: The Olympic Games. To celebrate the games, Eidos Interactive is bringing Sydney 2000 - The Official Video Game of the Olympic Games to the PlayStation game console, Dreamcast and the PC.

Sydney 2000 features 27 events in 22 sports, TV-style presentation, competitive game play modes, authentic Olympic environments and field and team managers, creating an elite experience across sports video game experience. Compete for the honor of the world's best and become an Olympic champion. Sydney 2000 is the most realistic and authentic Olympic video game experience available for winning fans. Available on PlayStation 2, Dreamcast and PC.

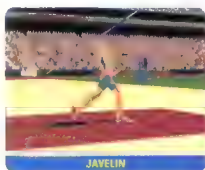
## GAMEPLAY FEATURES:

• 12 challenging events • 32 countries • 4 gameplay modes: head-to-head, Olympic, coaching, and arcade • 2 gold medal commentators

### OLYMPIC STADIUM



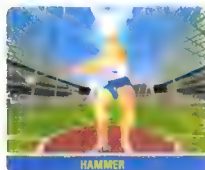
HIGH JUMP



JAVELIN



100M SPRINT



HAMMER



110M HURDLES



TRIPLE JUMP



LET THE GAMES BEGIN, MATE.

THE MATRIX





# DOXO<sup>2</sup>

## movies

The DVD movie business is one of the fastest-growing areas in entertainment at the moment, and is arguably the hottest consumer electronics product ever. It has grown in popularity worldwide quicker than CD players or even VCRs managed to infiltrate our lives. The question is no longer "if" DVD will become a new standard, but "when" you're going to get involved.

PlayStation2, as you already know, is a multi-function device. It can play PS2 and PS one games, and also acts as a fully featured DVD player. Many of you have no doubt been holding off on buying a DVD player because you're getting a PS2. And so, with you in mind, we've pieced together the following list of movies that really let you show off what the standard has to offer. Some of the movies may not be the greatest ever made, but the discs really show you how much better DVD is than VHS.

The digital nature of the format is just the beginning. Picture-perfect freeze-frame goes without saying, you can freeze individual frames of the movie and see them absolutely rock-solid (handy for catching that vital point in *Basic Instinct*, for example). This isn't all, though: DVDs

are divided into chapters so you can jump to individual scenes in a movie. The immense amount of data that the disc can hold also allows for all kinds of other goodies. Discs come with numerous extras like "Making Of" documentaries and multiple audio tracks so you can watch movies with commentary from the director or writer. Some movies even feature multiple camera angles. (As with many emerging formats destined for greatness, many of the features are being pioneered by the porn industry. There are discs out there that let you really get in close on the, um, "action," and jump between multiple camera angles to see who is doing what to whom.) This technology is slowly infiltrating mainstream entertainment, too, and many movies are being made with DVD features in mind. *X-Men*, for example, was filmed very much with the home version in mind. The theatrical release was only a fraction of what we'll see on the disc released in November.

All of these visual treats are also accompanied by some stupendous sound: Digital surround, DTS, Dolby Digital... Don't know what all these buzzwords mean? We'll explain them to you over the next few pages. So let's get to it.

## Essential DVDs: The OPM Top 15

As if you don't have enough games to buy, here are the DVDs you need to start your collection

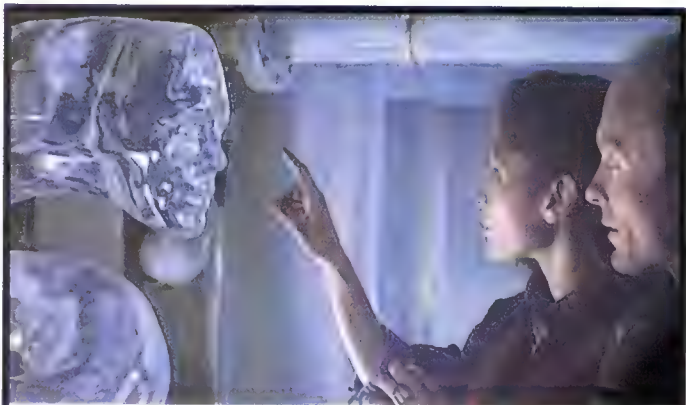
Because the folks at Sony are loving and giving people. They care! A lot! They decided to give the PlayStation? the ability to play DVD S discs—really, just because they mean two things. First, the next time you see a Sony employee, give him a big fat kiss. They love that. Second, to get some cool DVDs, to make all your non-PlayStation owning friends even more jealous than they already are.

What to get? That you asked. But we would like to start DVDs—DVDs that show off the full range of DVD player's capabilities. The DVDs below offer most of the gee-whiz features that you can only get on DV commentary tracks, extra footage, different perspectives and so on. And as an extra treat, most of these DVDs are so lovely that if all else fails to wot it, there's a peek at the DVD menu.

On DVD! Wait! In what format? It's most!

Check out the New Releases, too, e.

Ri ardy? Then go out and buy the following JWD, and  
 Hfr, very dist and



## Alien Legacy

Working on the philosophy that you can never have too much of Sigourney's *Delta*...

... Ridley Scott's costrophic or gnat, Cameron's blood-thumping sequel David Fincher's jittery *Alien 3* and then *Alien*—whose existence on one side of the Fox studio been able to rationalize. Added features include a commentary track by Scott, an interview with Cameron, deleted scenes and outtakes, making of feature for *Alien 3*. Tons of chest-bursting fun.



## Braveheart

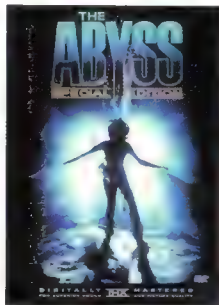
They killed his wife. They took his land. Now he's fighting back, and this time, it's personal. Doesn't really sound like the plot of a Best Picture Oscar winner, does it? Well, it has been the blue face paint that

Gibson's war epic is so mediocre in terms of the battle scenes really some of the most effective visceral in any movie counts for something. Of Me gives commentary on a audio track, and there's a stupidly overblown title. Filmmaker's Passion can be forgiven, what with them Oscars and all.



# The Abyss: Special Edition

Probably the best example of a DVD making a movie better: Director James T. Qot it right with Titank. Cameron adds in a half hour of scenes to make this previously cryptic underwater adventure actually make sense. Plus there's enough supplementary mater al to sink a Russian sub: An hour-long documentary on the making of the movie, multiple downloadable versions of the script, storyboard, concept art and more than you ever wanted to know about making a film in a huge tank of water.

Brazil:  
Criterion Collection**Clerks:  
Special Edition**

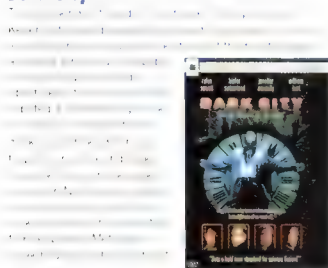
The definitive slacker comedy. We think it's underrated, a

As for the rest of the *Letters* crew comment on his film on the alternate and track. Plus then Jones will be letterboxed.

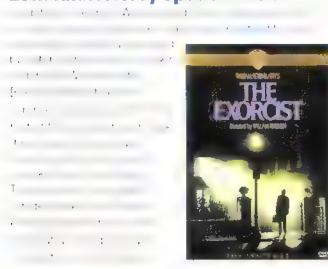




## Dark City



## The Exorcist 25th Anniversary Special Edition



## Fight Club



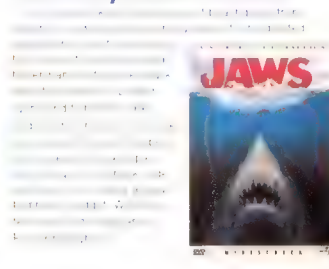
## Ghostbusters Collector's Series



## Independence Day: Special Edition



## Jaws 25th Anniversary Collector's Edition



# The ABC's of DVD

### Dolby 5.1 Surround Sound

Often also referred to as AC-3, Dolby 5.1 is the standard for theater sound and later adapted for home use. Dolby 5.1 uses six channels of sound (five and one, geddit?)—left, center, right, left surround, right surround and a low-frequency bass channel.

### DTS

DTS stands for Digital Theater Systems. It's basically the same kinda thing as Dolby 5.1, but in order to maintain the clarity between the six channels it needs to have the sound data stored on the disc in a much, much larger file. Relatively low-budget films have released so far with DTS sound. PS2 can decode the signal, unlike many current DVD players.

### DVD-ROM

Some movies are available on DVD-ROM, which means you can't watch them on your computer. The PS2 can't run these files.

### Letterbox

Also referred to as "open matte," letterbox is presented as it was originally filmed. The format uses black stripes at the top and bottom of the screen to compensate for the different ratio between your TV and height of the image. If you have a widescreen TV you can zoom the stripes off to fill the frame and see the movie as it was meant to be seen.

### Pan & Scan

This is the process of zooming in on the left and right sides of the image, but then scans left or right to follow the action as you do. (It's a little annoying. Often movies will come with a letterboxed version and a pan & scan version on the same disc.)



### Pan & Scan

This is designed to fit the normal TV aspect ratio (which is basically 4:3, a format that's slightly wider than it is tall).



### Letterbox

So called 'cause it's letterbox shaped, really? Duh! This is where the theater-style widescreen format is scaled to fit with the TV square.

# DVD MIAs

Not every film worth watching has been put onto the DVD format. Here are a few we are waiting for. Impatiently.

## The Star Wars Trilogy

Given that the new Special Edition footage was all done digitally, what's the hold up with the DVDs? Only George Lucas and his minions know, and they don't seem to be in a rush to put the original trilogy to disc. Lucas does plan to put *Phantom Menace* on disc sometime, however. Oh, goody. Rumor has it that we could see the Trilogy by Christmas. But who knows?

## Indiana Jones Trilogy

Yeah, none of these are on DVD either. The world is an evil and inexplicable place sometimes.

## Almost All (good) Disney Animation

Disney rolls out their classic titles on DVD only slightly more quickly than Lucas and his pals roll out theirs, and what does come out is mostly premium-priced without a lot of features. Good news though: *Fantasia*—both classic and new—is coming in November, with lots of belts and whistles and all that good stuff.

## Citizen Kane

If ever a film itched for the deluxe treatment only DVD could provide, this is it. What film has ever produced more commentary? More controversy? More film geeks in turtlenecks yearning to be Orson Welles, until he got fat and had to shill wine? None, we tell you.







A gothic horror RPS set in the late 19th century.

An Epic tale of murder, mystery and mayhem.

And Koudelka, a troubled yet strong woman, determined to unravel it all.



# KOUELKA



Realistic Blood  
and Gore  
Animated Violence

COMING JUNE 2000

[WWW.KOUELKA-THEGAME.COM](http://WWW.KOUELKA-THEGAME.COM)

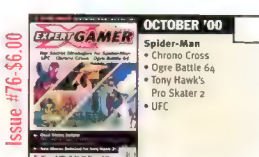
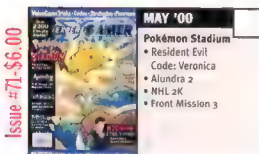
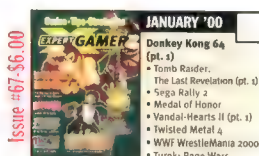
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# PlayStation 2

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### PREVIEW TOUR

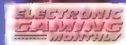
play the hottest new PlayStation 2 games  
free admission • multi-play • cool prizes



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New Jersey 10/21 • Boston 10/22 • Delaware 10/26 • Philadelphia 10/27  
Washington D.C. 10/28 • Baltimore 10/29 • San Francisco 11/4 • San Jose 11/5

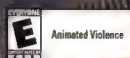
go to [www.loametours.com](http://www.loametours.com) to find the ea store  
and event locations in your city.

## Play until you drop!



## ***Destruction Derby Raw. Coming soon to a skyscraper near you.***

The highly anticipated sequel is here at last. With even more of those metal-smacking flips, top-of-the-roof-crushing rolls we've all grown to love. One of four players can bash down, and completely annihilate 18 different cars, on 31 tracks. With frame-bending jumps, tunnels, crossovers, and all kinds of glass-splintered routes, including one that ends kind of abruptly on the side of a 90-story building.







**Dynasty Warriors 2**

Publisher: Koei

Developer: Omega Force

Web Site: [www.koei.com](http://www.koei.com)

Final Fight has finally found its way back to the PlayStation 2. The game is a classic beat-'em-up, pummeling the competition along the way. The premise is the battle of the Three Kingdoms, and in the end, you'll be the victor.

Within moments of your first battle, you'll realize that **DW2 is unlike anything you've ever played before**. Quite simply, you're one guy on a battlefield of literally thousands of soldiers. Odds are you won't be thinking

about the role that strategy plays in your skirmish, but you'll start to appreciate the role that strategy plays in your

map. Do you help defend your leader or continue your push in overthrowing the opposition? Rack up kills to boost your rank or go straight to the ailing commander to end the battle quickly? Attack with combos (leaving yourself vulnerable at times) or take

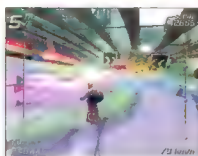
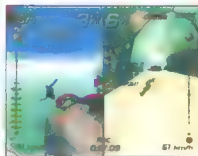
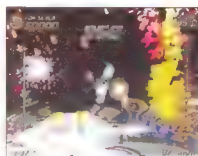
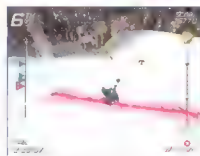
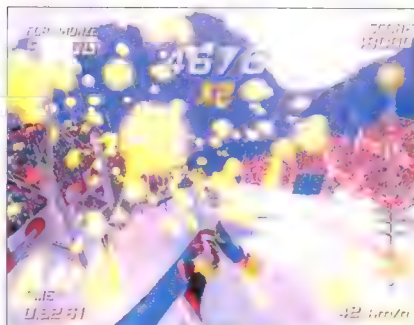
prove key in determining victory or defeat. In this game, **one person truly can make a difference**.



inspired combination of action and strategy makes it the PS2's most

Final Score ●●●●●  
Chris Baker

Players: 1  
Memory Card: 128 KB

**SSX**

## Redefining "extreme" games

Publisher: EA Sports BIG

Developer: EA Canada

Web Site: [www.easports.com](http://www.easports.com)

It's not often that a game really surprises you. There are always those that offer a new twist on an old idea, but it's rare that something just

ably been nothing more than "extreme" nonsense overflowing with Dudesbox rapid gameplay. **SSX** is far above all that stuff. Sure, it packs plenty of semi-nauseating adrenaline junkie attitude, but this time it's ba-

snowboarding game—but this is **the mother of all snowboarding games**,

their own language too, but that's just a tiny detail that you notice after



through six tracks, and you get various other goodies along the way. Each time you pull them off, you get a boost. To push you ahead with a quick turbo

and tricks with more style.

**The tricks are an extremely important element of the game-play.** You need to pull them off

push you ahead with a quick turbo

also need them to

the game is a

the game is a

the game is a

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It pushes you. At the time, it pushes you to try things, and rewards you every time. You never feel like you're just going through the motions. It's a game that's got a lot of qualities that make it a great game. It's a game that's got a lot of qualities that make it a great game. It's a game that's got a lot of qualities that make it a great game.

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third person action game. It's a game that's got a lot of qualities that make it a great game. It's a game that's got a lot of qualities that make it a great game. It's a game that's got a lot of qualities that make it a great game.

It pushes you. At the time, it pushes you to try things, and rewards you every time. You never feel like you're just going through the motions. It's a game that's got a lot of qualities that make it a great game.

round sound effects. You owe it to

one of those games that shakes up everything. It's difficult to find fault with it.

Final Score ●●●●● John Davison

Players: 1-2 Memory Card: 132 KB

Final Score ●●●●● John Davison

Players: 1-2 Memory Card: 132 KB

Final Score ●●●●● John Davison

Players: 1-2 Memory Card: 132 KB

Final Score ●●●●● John Davison

Players: 1-2 Memory Card: 132 KB

Final Score ●●●●● John Davison

Players: 1-2 Memory Card: 132 KB



**Eternal Ring**  
Publisher: Agate  
Developer: From Software  
Web Site: www.agate.com

accepted the flaws I'm about to talk about. You've already made your

**Eternal Ring is faster, deeper and better-looking than King's Field**

of an arcade taste. You've got a slow-moving story; an ultra-simplified combat and magic system; and blocky, sterile, underpopulated environments.

shooter. What takes Eternal Ring down a few notches even within the

Final Score ●●●●● John Davison

Players: 1-2 Memory Card: 132 KB

Final Score ●●●●● John Davison

Players: 1-2 Memory Card: 132 KB

Final Score ●●●●● John Davison

Players: 1-2 Memory Card: 132 KB

Final Score ●●●●● John Davison

Players: 1-2 Memory Card: 132 KB

Final Score ●●●●● John Davison



**NHL 2001**  
Publisher: EA Sports  
Developer: EA  
Web Site: www.easports.com

NHL 2001 manages to blaze impressive visual trails.

The shot opens television like in the

crafted, accurate faces and player models that are really convincing. Once the puck drops, it's no different. Below

another and even kicking. After a goal you can watch the players' faces

Final Score ●●●●● John Davison

Players: 1-8 Memory Card: 2000 KB

Final Score ●●●●● John Davison

Players: 1-8 Memory Card: 2000 KB

Final Score ●●●●● John Davison

Players: 1-8 Memory Card: 2000 KB

Final Score ●●●●● John Davison

Players: 1-8 Memory Card: 2000 KB

Final Score ●●●●● John Davison

going on that hold it

Every once in awhile the game will sputter. A fixable minor

big deal

load of special moves, example. The big hit is back, and the

most EA comes with a

Final Score ●●●●● John Davison

Players: 1-8 Memory Card: 2000 KB

Final Score ●●●●● John Davison

Players: 1-8 Memory Card: 2000 KB

Final Score ●●●●● John Davison

Players: 1-8 Memory Card: 2000 KB

Final Score ●●●●● John Davison

Players: 1-8 Memory Card: 2000 KB

Final Score ●●●●● John Davison

**UNTRACKED**

The game is a 3D action game. It's a game that's got a lot of qualities that make it a great game. It's a game that's got a lot of qualities that make it a great game. It's a game that's got a lot of qualities that make it a great game.

**Final Score ●●●●●**  
**Joe Rybicki**

**Players: 1**  
**Memory Card: 96 KB**

**NHL 2001**

**NHL 2001**



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Demo Disc includes: playables: NFL GameDay 98, CART World Series, Frogger

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Tekken 3 Strategy

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Issue 11/August 1998 \$13  
Vigilante 8 Strategy

Demo Disc includes: playables: Tekken 3, Turbo Prop Racing

Issue 12/September 1998 \$10  
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Demo Disc includes: playables: Spyro the Dragon, Duke Nukem: Time to Kill, WWF War Zone, The Unholy War, S.C.A.R.S.

Issue 13/October 1998 \$10  
Spyro the Dragon

Demo Disc includes: playables: Metal Gear Solid, Legacy of Kain: Soul Reaver, Test Drive 5, Dent Dice, Brunswick Bowling, Ninja, NFL Xtreme, Cool Boarders 3

Issue 15/December 1998 \$10  
Crash Bandicoot Strategy

Demo Disc includes: playables: Tomb Raider III, Crash Bandicoot: WARPED, Bomberman World, A Bug's Life, Running Wild, Kage, Metal Gear Solid, Gran Turismo

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playables: Bloody Roar, Monster Rancher, Shipwreckers, non-playables: Alundra, NBA Shoot Out 98, Saga Frontier, Mega Man Neo

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playables: Gran Turismo, Tomba!, The Granstream Saga, Jersey Devil, NBA Shoot Out, Blast, Speed Racer, non-playables: NFL Xtreme, MLB 99, Tekken 3

Issue 14/November 1998 \$7.99

playables: MediEvil, WarGames Defcon 1, Dragon Seeds, G-Darius, Future Cop I.A.B.O., Colony Wars Vengeance, non-playables: Crash Bandicoot: WARPED, Tenchu, Tai-Fu, Rugrats, Abe's Exoddus, Brave Fencer Musashi, You Don't Know Jack

Issue 16-18  
January 1999

Gex Deep Cover Gecko  
Tomb Raider III Strategy

Demo Disc includes: playables: Silent Hill, Moto Racer 2, Brave Fencer Musashi, Apocalypse, Tai Fu

Issue 18-19  
March 1999

PlayStation Dictionary  
Syphon Filter Strategy

Demo Disc includes: playables: Syphon Filter, Bust A Groove, Shadow Masters, Fisherman's Hat, Akuy the Heartless, No One Can Stop Mr Domino, Street Skier

Issue 19-20  
April 1999

The Year of the RPG  
Silent Hill Strategy

Demo Disc includes: playables: R4: Ridge Racer Type 4, WCW/WWE Thunder, Rolloake, Warzone 2100, Rugrats: Search for Reptar

Issue 20-21  
May 1999

Star Wars: Episode I-The Phantom Menace  
Feature Legend of Legaia Strategy

Demo Disc includes: playables: Ehrgeiz, Gex 3: Deep Cover Gecko, Legend of Legaia, Contender

Issue 21-22  
June 1999

Resident Evil 3 Nemesis  
Gex 3: Deep Cover Gecko Strategy

Demo Disc includes: playables: Oddworld: Abe's Exoddus, NFL Blitz, Bust-A-Move 4, R4: Ridge Racer Type 4, Elmo's Letter Adventure

Issue 22-23  
July 1999

25 Games You Must Play  
Street Fighter Alpha 3 Strategy

Demo Disc includes: playables: Ape Escape, MLB 2000, The Next Tetris, Tony Hawk's Pro Skater, Interplay Sports Baseball 2000, Croc 2, Soul of the Samurai, Bloody Roar 2

Issue 23-25  
August 1999

Tarzan Lord of the Console  
Ape Escape Strategy

Demo Disc includes: playables: Final Fantasy VIII, Xtreme, Tiny Tank, Jade Cocoon, Macrocos VF-X 2, You Don't Know Jack, Centipede, Ultimate 8-Ball



Issue 24-30  
September 1999

EA sports vs. 999 studios  
Jade Cocoon Strategy

Demo Disc includes: playables: UmJammer Lammy, Sled Storm, Chocobo Racing, Pong, Monaco Grand Prix Racing

Issue 25-30  
October 1999

Final Fantasy VIII Strategy  
Demo Disc includes: playables: Metal Gear Solid: VR Missions, WipeOut 3, Omega Boost, NFL Xtreme 2, Jet Moto 3, Championship Motocross, Story 2, Bugs Bunny, Pac-Man World

Issue 26-30  
November 1999

Tomb Raider 4  
Crash Team Racing Strategy

Demo Disc includes: playables: Grandia, Legacy of Kain: Soul Reaver, Killer Loop, 4 Winks, NFL Blitz, Crash Bandicoot: WARPED, Cool Boarders 3

Issue 27-30  
December 1999

PlayStation 2, Dino Crisis Strategy

Demo Disc includes: playables: Gran Turismo 2, Thrasher: Skate and Destroy, Test Drive Off-Road 3, Madden NFL 2000, NFL GameDay 2000, NCAA Game Breaker 2000, Cool Boarders 4, Demolition Racer

Issue 28-30  
January 2000

End of the World Buyers Guide  
Resident Evil 3 Strategy

Demo Disc includes: playables: Dino Crisis, NHL FaceOff 2000, NBA Basketball 2000, Tarzan, Army Men, Air Attack, WCW Mayhem

Issue 29-30  
February 2000

Wrestling Roundup  
Medal of Honor Strategy

Demo Disc includes: playables: Tomba! 2: The Evil Swine Return, Tomb Raider: The Last Revelation, SuperCross Circuit, MTV Sports Snowboarding, Ballistic, International Truck & Field 2000

Issue 30-31  
March 2000

Wrestling Roundup  
Medal of Honor Strategy

Demo Disc includes: playables: Syphon Filter 2, Crash Team Racing, NCAA Final Four 2000, Spyro 2, Silent Bomber, Twisted Metal 4, MTV Music Generator, Ace Combat 3: Electrosphere



Issue 31-310  
April 2000

Star Trek Invasion  
Saga Frontier 2 Strategy

Demo Disc includes: playables: Colony Wars: Red Sun, Spider-Man, Eagle One: Harrier Attack, Hot Shots Golf 2, Rolloake Stage II, Gekido

Issue 32-310  
May 2000

PS2 Japanese Launch  
Syphon Filter 2 Strategy

Demo Disc includes: playables: MediEvil II, NCAA March Madness 2000, NASCAR Rumble, Speed Punks, Rugrats Studio Tour

Issue 33-310  
June 2000

X-Men  
Fear Effect Strategy

Demo Disc includes: playables: X-Men Mutant Academy, Threats of Fate, WFF SmackDown!, Gauntlet Legends, Grind Session, Deception III, Dark Delusion

Issue 34-310  
July 2000

Tony Hawk's Pro Skater

Demo Disc includes: playables: Tony Hawk's Pro Skater 2, Legend of Dragon, MLB 2001, Mr. Drifter, Star Trek: Invasion

Issue 35-310  
August 2000

Who Wants to Be A Millionaire

Demo Disc includes: playables: Star Wars Episode I: Jedi Power Battles, Tenchu 2, WCW: Magical Racing Tour, Destruction Derby Raw, Play with the Teletubbies

Issue 36-310  
September 2000

Soul Reaver 2

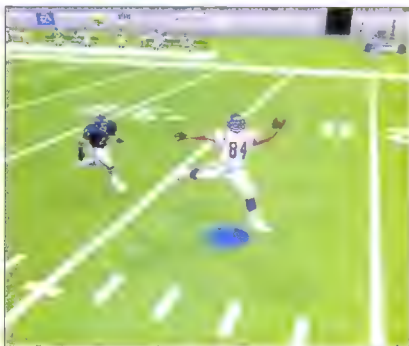
Demo Disc includes: playables: Grind Session, Rayman 2: The Great Escape, Ms. Pac-Man: Maze Madness, Dave Mirra Freestyle BMX, Tyco R/C Racing

Issue 37-310  
October 2000

Star Wars

Demo Disc includes: playables: Bust-A-Groove 2, RC Revenge, Team Buddies, Sydney 2000, Muppet Monster Adventure, Sno-Cross Championship Racing





# Madden NFL 2001

Football that looks so good the NFL might get jealous

Publisher EA Sport  
Developer Tiburon

Web Site [www.easports.com](http://www.easports.com)

In the past the computer game of American football has been a little bit of a joke. The graphics were crude, the controls were clunky, and the game was often criticized for being too easy. But now, with the PS2 run-blocking for Madden 2001, anything is possible.

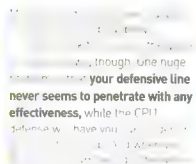
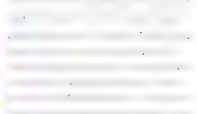
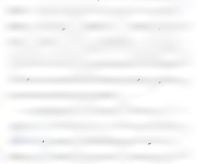
For those who are not familiar with the game, Madden NFL 2001 is a football game that allows you to charge off-tackle with Terrell Davis, clearly see holes opening and close, and a lot of cholerics characters. The game is a lot of fun, and the graphics are really good. The game is a lot of fun, and the graphics are really good.



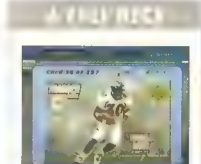
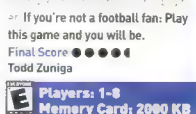
a wicked  
load of fun



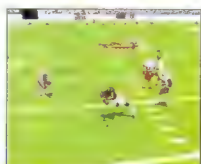
As far as the physics go, everything is really light. I think when you play it, you'll see that.



Through the huge defensive line, your offensive line never seems to penetrate with any effectiveness, while the CPU defense will have you in a bind. The game is a lot of fun, and the graphics are really good.



The Madden Cards pop this game into another hemisphere. The goal is to achieve a whopping list of Madden Challenges some repeatable in a regular game (make three tackles with one player) and some nearly impossible (scurry for 300 punt return yards in a game). The cards will supply you with one-time cheats, like unlimited timeouts or a 25% power boost.

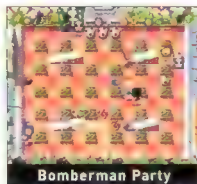












# **Blaster Master: Blasting Again**

Publisher: Sunsoft  
Developer:  
Web Site:

# **Bomberman Party Edition**

Publisher:  
Developer:  
Web Site: www.

# **Dave Mirra Freestyle BMX**

Publisher: Activision  
Developer:  
Web Site: www.

your enemies are just plain quicker and more tenacious

positive. Most interestingly, the translation could use some work

against D. You should be able to play through it in seven hours or so. In the other half of it,

Sunsoft has remained true to the Blaster Master lineage

not surprisingly, not much has changed with this latest Bomberman installment. Indeed, B's that

light us to pick a player. The biggest problem is the camera

A lot of Bomberman Party doesn't feel very PlayStation-worthy

it's a blast

My overall gripe is with the physics.

different settings

Final Score ●●●●●  
Chris Baker



Final Score ●●●●  
Gary Steinman



Final Score ●●●●  
Sam Kennedy



Final Score ●●●●  
Todd Zuniga







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## CONTEST 1 - VIDEO GAMES

Sony Playstation 2, Sega Dreamcast, PS1, and GameCube. Get all four or trade what you don't want for cash. Options include plenty of games, accessories and 32" monitor. Base prize package value: \$1400.

**Make It Happen.** All this and more could be yours. In these contests everyone starts out equal. There is no luck involved. You win the prize by outscoring other players in games of skill. Begin your journey by solving the puzzle below. If you click it out till the end and have the highest score, you go on a shopping spree and we foot the bill. This first puzzle is easy but it gives you an idea of how the contests work. You will receive full information when you enter. You have been given the opportunity to live your dream. Are you up to it?

**Prize \$1000.** For each contest you enter, you will receive by mail, four more puzzles at \$2 each and a tie-breaker at \$1. You have three weeks to solve each puzzle. We can not predict the number of entries for each phase.

## CONTEST 2 - COMPUTER

700 MHz, 128 mb RAM, 27" hard drive, 9X DVD-ROM, CD-RW drive, modem and 17" monitor. Options include software and accessories. Base prize package value: \$2600.

Typically 59% attain the highest score in phase 1, 47% in phase 2, 38% in phase 3 and 34% in phase 4. The winner will have the highest score after the tie-breaker. Each contest has its own tie-breaker. In the unlikely event that players are still tied, they will split the value of the package they are playing for.

**Directions.** Follow the directions below to fill in the puzzle. Check the boxes on the entry form to specify the contests you are entering. Add up the entry fee and send that amount with the entry form to the address below. Remember, you can't win if you don't enter. Only one entry per person. Prize totals are described below puzzle.

**Prize \$1000.** For each contest you enter, you will receive by mail, four more puzzles at \$2 each and a tie-breaker at \$1. You have three weeks to solve each puzzle. We can not predict the number of entries for each phase.

**ALL ENTRY FEES MUST BE PAID IN U.S. DOLLARS. WE WILL NOT ACCEPT CANADIAN CHECKS.**

## PRIZE PUZZLE

### WORD LIST

TOWER - P	LEGAL - Y
EARTH - X	EMPTY - V
WORLD - U	WATER - T
SPACE - W	COAST - A
HAPPY - O	FIELD - B
SHARE - Z	BLADE - D

	T		
H	A	P	P
	L		
		S	
			L

SECRET WORD →

**SECRET WORD CLUE:**  
What comes after yesterday but before tomorrow?

### DIRECTIONS

Fill in the puzzle with the correct words going across. Transfer each word's corresponding letter to the line at the end. This should spell the secret word going down. **HINT:** Read the secret word clue.

### ENTER ME IN THE FOLLOWING CONTESTS:

- ☐ (\$3) Video Game ☐ (\$3) Home Theater  
☐ (\$3) Computer ☐ (\$5) Enter All Three

Name \_\_\_\_\_ 102  
Mailing Address \_\_\_\_\_ Apartment # \_\_\_\_\_  
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Area Code \_\_\_\_\_ Phone Number \_\_\_\_\_

**SEND CASH, MONEY ORDER OR CHECK TO:**  
ELATION, P.O. BOX 62126 DEPT 953, EDEN PRAIRIE, MN 55344

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Value of prize packages as follows: Video Game package \$1400 base prize, bonus options \$2360, cash options \$1200. Computer package \$2600 base prize, bonus options \$2960, cash options \$1250. Home Theater package \$2475 base prize, bonus options \$3375, cash options \$1250. For any questions e-mail us at elation@uswest.net, or call us at 952-826-0033.







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## REVIEWS



Incredible Crisis



Jarrett & Labonte



Incredible Crisis



Jarrett & Labonte

### Incredible Crisis

**Publisher** Titus  
**Developer** Purple Moon  
**Web Site** [www.titus.com](http://www.titus.com)  
It's hard to believe that a game as bizarre and over-the-top as *Incredible Crisis* is likely to see a wide release. In fact, it's a game that's been in development for over a year, and it's a game that's been in development for over a year. It's a game that's been in development for over a year, and it's a game that's been in development for over a year. It's a game that's been in development for over a year, and it's a game that's been in development for over a year.

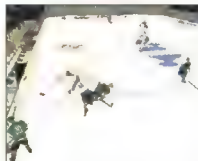
**Final Score** ●●●●  
**Foe** Rybicki  
The game is a mix of platformer and action, with a focus on the cartoonish look plays to the strengths of the PS one, making the game a bit more accessible. The game is a mix of platformer and action, with a focus on the cartoonish look plays to the strengths of the PS one, making the game a bit more accessible. The game is a mix of platformer and action, with a focus on the cartoonish look plays to the strengths of the PS one, making the game a bit more accessible.



### Jarrett & Labonte

**Publisher** Codemasters  
**Developer** Codemasters  
**Web Site** [www.codemasters.com](http://www.codemasters.com)  
The game is a mix of platformer and action, with a focus on the cartoonish look plays to the strengths of the PS one, making the game a bit more accessible. The game is a mix of platformer and action, with a focus on the cartoonish look plays to the strengths of the PS one, making the game a bit more accessible.

**Final Score** ●●●●  
**Foe** Davison  
The game is a mix of platformer and action, with a focus on the cartoonish look plays to the strengths of the PS one, making the game a bit more accessible. The game is a mix of platformer and action, with a focus on the cartoonish look plays to the strengths of the PS one, making the game a bit more accessible.



# NHL 2001

EA comes up one goal short of a hat-trick

**Publisher** EA Sports  
**Developer** EA Sports  
**Web Site** [www.easports.com](http://www.easports.com)  
The game is a mix of platformer and action, with a focus on the cartoonish look plays to the strengths of the PS one, making the game a bit more accessible. The game is a mix of platformer and action, with a focus on the cartoonish look plays to the strengths of the PS one, making the game a bit more accessible.



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NHL 2001	
<b>Line Changing</b>	Disappointingly there's nothing new. A cycle of three "d" and four forward lines.
<b>Franchise Mode</b>	Really gives the game a lot of life and a reason to keep on keeping on.
<b>Special Moves</b>	You've got the big hit, the deke, spin moves and a fake shot. Nice collection.
<b>Taking the Cup</b>	Now this is a celebration. Commentator gives a speech, players kiss the Cup.
<b>Stat Accuracy</b>	EA nailed this one. The scoring and stats really reflect today's NHL.
<b>Hot Tricks</b>	No hats. No! Miss! Goal!
<b>Extra Modes</b>	There's nothing extra except for a measly shootout. How fun is that anyway?

Nolan led the Sharks past the mighty Blues all by himself last year. Can he score 50 this year?







## REVIEWS



NASCAR 2001



NFL Blitz 2001



NASCAR 2001



NFL Blitz 2001

### NASCAR 2001

**Publisher** EA Sports  
**Developer** Black Box

**Web Site** [www.easports.com](http://www.easports.com)

I have it on good authority that the glory of NASCAR is not about mastering the course, but about the battle for placement on the track, and position within the pack. A battle of wits and strategy. For me, it's also a battle for consciousness, as no matter how hard I try I still find it spectacularly dull.

The fact that NASCAR 2001 suffers from some annoying problems doesn't help. For a start, the opponent AI. While claimed by EA Sports to be "challenging" and apparently accurate to what the real drivers do tactically it's, what's the word? Oh, yes...dumb. All the drivers snake their way around the course without particularly going out of their way to challenge each other, and they only seem to mess up if you nudge them.

Without fail the pack breaks into three groups, two at the front, third and fourth together and then the remaining drivers in a long line about a quarter lap behind. Invariably you start off near the back, but within 15 laps (that's 60 left turns) you're up with the third and fourth guys. Nudge number four against the wall, whip out to the outside edge and you're in the top three. Every time. A yawn-inducing race slips you the gameplay equivalent of chloroform.

To add to the fun, every time you start a race the game defaults to the digital pad so you have to fumble to enable analog. Sounds great, huh?

**Final Score** ●●●●

John Davison



### NFL Blitz 2001

**Publisher** Midway  
**Developer** Midway

**Web Site** [www.midway.com](http://www.midway.com)

I want to say from the start of this review that I'm a big Blitz fan—I absolutely love the game, the series is one of the longest-running favorites of mine. It's a real treat since I don't actually like football.

So when it came time to review the newest edition, I jumped at the chance. And I'm happy to say that the game sports a number of significant improvements over last year's model—you're just going to have to overlook some glaring flaws to see them. I'll explain.

The core game of Blitz 2001 features more insane than previous versions, if you can imagine that. You see even more fumbles, bigger tackles, quicker changes in momentum, longer passes. It's as though someone took the "arcade" knob and turned it up a notch or two. That's good. You'll also find new additions like the ability to customize defensive plays and simple "Party Games." I like Go-A-Line Stand and Quarterback Challenge. That's also good.

The problem is, you'll have to squint through a grainy, jittery haze of ugly graphics and jumpy animations to enjoy it. It makes it hard to play with finesse when you can't distinguish one guy from another (and when you need an aspirin after a couple hours play). It's a similar problem as with Kurt Warner's Arena Football. The low quality graphics actually hurts the gameplay. I'd wait for a PS2 version.

**Final Score** ●●●●

Joe Rybicki



# Tony Hawk's Pro Skater 2

900 reasons why you don't need a PS2...yet

**Publisher** Activision  
**Developer** Neversoft

**Web Site** [www.thps2.com](http://www.thps2.com)

The very first time I did a 360° Ghetto Bird into an Inward Heelflip through a pane of smoky glass, I knew I had found a game that was very special. It was a game that combined with a Fandango-style setting, helicopter blades attached to a soon-to-be set-in-motion (WILL chopper) into a Nose Manual (WILL chopper), you guessed it, a POW! POW!

To some this may sound like an over-the-top stage stolen during

wartime, but to the converted it resonates like the simple sweet music of Tony Hawk's Pro Skater 2: absolutely the best PlayStation game I've ever played.

The best part of THPS2 is the prodigious depth. There are 13 motive skaters at the outset (with some unlockable standbys, one that you'll simply marvel at). You'll see the entire gang from the prequel with familiar favorites Burnquist and Muska, along with a few legends invited to the stable of skate magicians: Rodney Mullen, Steve

Caballero and Eric Koston. Each skater has different strengths and weaknesses and each offers unique, totally customizable trick sets. Yes, you heard/read me right: customizable tricks!

Before dropping into the Career Mode, you can create a replica of yourself using the detailed Create-A-Skater. If you don't want to select one of those "real" skaters. Here you can enter your name, hometown, hairstyle—including the heralded skullie!—the color and types of your clothing, and what type of skater you want: street, vert or all-around. Then, when you start, you'll be asked to accomplish 10 tasks to consummate the level. Once you do you'll start accessing the eight different, dizzying huge worlds—and I'm talking planets here. Don't be surprised if you're wishing for a map when you see a new setting for the first time.

One feature that really stands out in Career Mode is how you sculpt your skater. Instead of being rewarded statistically by completing levels, now success is translated into good old-fashioned green. With earned currency (or cash, you pick up while bouncing around levels) you'll be able to buy new boards, new tricks (to edit the tricks you have in your arsenal) or to upgrade





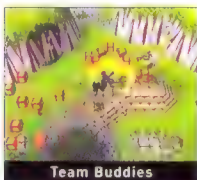




# REVIEWS



**Sydney 2000**



**Team Buddies**



**Tyco RC**



**Sydney 2000**



**Team Buddies**



**Tyco RC**

## Sydney 2000

Publisher Eidos

Developer Eidos

Web Site [www.eidos.com](http://www.eidos.com)

At first, Sydney 2000 is a simple, prepubescent circle a suburban highway, with a car and a person. It's a simple, prepubescent circle a suburban highway, with a car and a person. It's a simple, prepubescent circle a suburban highway, with a car and a person.

and the emerging climax of a gold medal triumph, this game is a simple, prepubescent circle a suburban highway, with a car and a person. It's a simple, prepubescent circle a suburban highway, with a car and a person.

athletes move as if

davis.com with the sube

Make where you can build up your Olympians' strength through training. The rough-hewn game is a simple, prepubescent circle a suburban highway, with a car and a person.

**Final Score** ●●

Todd Zuniga

**E** Players: 1-8  
Memory Card: 5 blocks

## Team Buddies

Publisher Midway

Developer Psygnosis

Web Site [www.midway.com](http://www.midway.com)

The game plays more like a Bomberman or Poy Poy. The game plays more like a Bomberman or Poy Poy. The game plays more like a Bomberman or Poy Poy.

The game plays more like a Bomberman or Poy Poy. The game plays more like a Bomberman or Poy Poy. The game plays more like a Bomberman or Poy Poy.

help you battle. Once you've acquired

help you battle. Once you've acquired

help you battle. Once you've acquired

help you battle. Once you've acquired

help you battle. Once you've acquired

**Final Score** ●●●●

Sam Kennedy

**E** Players: 1-4  
Memory Card: 1 block

## Tyco RC: Assault With a Battery

Publisher Mattel Interactive

Developer Lucky Chicks

Web Site [www.mattel.com](http://www.mattel.com)

What's worse, there's not much to be found here that hasn't been done before, and better.

RC sometimes even the slightest brush against a wall can stop you dead in your tracks. And

**Final Score** ●●

Sam Kennedy

**E** Players: 1-2  
Memory Card: 1 block

## Review Archive

Game	Publisher	Score	Issue
Aladdin	Disney	●●●●	1
Aladdin	Disney	●●●●	2
Aladdin	Disney	●●●●	3
Aladdin	Disney	●●●●	4
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Aladdin	Disney	●●●●	99
Aladdin	Disney	●●●●	100



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## This Month's Strategies

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Chrono Cross .....	178-183

## Top Secret Agents

Kenneth "Slim" Miller, Terry Minnich, Phil Theobald

Sure, you love the tricks and we know you can't live without the accurate hard-hitting strategies represented in Top Secrets. But in our hunt to satiate your every appetite we've added, dare we say, more. This month share our excitement as we welcome in a few PS2 tips (the new era is upon us!) along with news debars that deliver DVD easter eggs and hints on which strategy guides really shine.

Oh, yeah, and if you have any secrets that turn our heads we just might print them.

Send tricks to [OPM@ziffdavis.com](mailto:OPM@ziffdavis.com) and title the e-mail **Top Secrets**.

## SSX

## Getting a Fresh Start

Keep your game in tip-top shape by using the Start button to reset your game. After a long off your pretty, the snow and the music will be back to normal. Just press the Start button and you'll be back to the beginning of the game. If you're having trouble with a particular level, you can also use the Start button to restart that level. Just press the Start button and you'll be back to the beginning of that level. If you're having trouble with a particular level, you can also use the Start button to restart that level. Just press the Start button and you'll be back to the beginning of that level.

## Adding a Helicopter Spin to That Trick

When you're in a trick, press the Start button to add a helicopter spin to that trick. This will make the trick more difficult, but it will also make it more rewarding. Just press the Start button and you'll be back to the beginning of the game. If you're having trouble with a particular level, you can also use the Start button to restart that level. Just press the Start button and you'll be back to the beginning of that level.

## Unlocking the Secrets

You can unlock the secrets in SSX by using the Start button to enter the secret codes. These codes are listed in the table below. Just press the Start button and you'll be back to the beginning of the game. If you're having trouble with a particular level, you can also use the Start button to restart that level. Just press the Start button and you'll be back to the beginning of that level.

## To Grandmother's House

When you're going for gold in the competitions, keep in mind that there are secret codes that will give you a head start. Just press the Start button and you'll be back to the beginning of the game. If you're having trouble with a particular level, you can also use the Start button to restart that level. Just press the Start button and you'll be back to the beginning of that level.

# SPIDER-MAN

## Level 2: Sting of the Scorpion!

### Race to the Bugle

Likely, the Spidey Compass shows you exactly in what direction you need to swing in order to get to the Bugle. The only problem is that the windings are spaced a bit further in this part of town.

Just get a good running jump off of a building, and as you're falling towards the second one, start mashing the button. We guarantee you'll see enough of the second building to automatically enter to it. (Need a hint? See the tip on the right.)

The buildings will be crawling with thugs, but don't waste time fighting these. You have to get to the Bugle as quickly as possible.

### Spidey Vs. Scorpion!

Remember, you're not Scorp's primary target. He's running around the office looking for Jameson. If JJJ takes too much damage, he'll be killed and you'll start over.

To prevent this, simply don't let up on Scorpion. Impact webbing Balls are rather effective on him, but if you're running low on Web Fluid, attack with your bare hands.

Fry to run around behind Scorpion. Toss him with a bit of webbing to slow him down, then get behind him and deliver a few blows. Don't stay there too long, though. After landing a few punches, jump out of the way to avoid his tail attack.

During the battle, Jameson will fire the room and Scorpion will forget about you in order to follow him. Run after the two of them and continue the battle. Repeat whatever technique you've been using and he'll go down soon enough.

## Army Men 3D

After you have started the mission, press the Start button to bring up the pause screen. These codes must be put in within about two seconds of the pause.

**Make Sarge Invincible:** Hold Square Circle, L1, L1+2, Simultaneously.  
**All Weapons:** Hold Square Circle, R1+2, R1+R2 Simultaneously!

## Bust-A-Move 4

Enter these codes quickly at the title

screen while the words "Press Start Button" flash.

**More Puzzles:** At the title screen, press Triangle, Left, Right, Left, Triangle, Up. You will hear a sound and see a little green spinning wheel in the lower-right corner of the screen to inform that it worked. From the game menu, choose "Puzzle" and then pick "Arise." Choose your difficulty level, and then you'll be able to play a plethora of new stages.  
**All Characters:** Right, Right, Triangle

Left, Left. You will hear a cheering sound to confirm that it worked.  
**Tarot Reading:** Up, Triangle, Down, Triangle, Up (this opens in the option menu). You will hear a cheering sound to confirm that it worked.  
**Talk Demonstration:** Square, Up, Left, Down, Right, Up, Square, Down, Left, Up, Right, Down, Square. You must put in All Characters and Tarot Reading first, for this to work. You will hear a cheering sound to confirm that it worked.













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When you've fallen hard, get up...and fast. Unlike its predecessor, THPS2 offers a feature where you can hammer the bejesus out of the X button once you've fallen so your baggy-pant wearing boarder will get up even faster!

Tapping R2 while skating around will move your feet to Switch position (Tap R2 again to go back to normal). Most skaters won't be as good in Switch unless you've focused your energies on it when building up your skater's repertoire. Switch skating will help you rack up bigger points, but keep in mind that this position will really tie up your efforts when you're trying to score big air.

Landing a big air trick is good, but doing it just right is better. If you nail a "perfect" landing, the score will increase by 25 percent; if you blow it and land "sloppy," on the other hand, you'll take a negative 10 percent hit.

Everything you see should be accessible in THPS2. Where there's a will, there's a way, and where there's a way, there's \$20 floating around for you to pick up. Secret areas can be anywhere, but don't think doing a trick around a gate necessarily opens it. Grind everything. Cattle over everything. Basically, do everything to everything to find out what works and what doesn't.

If you're dropping off a ledge (a little move those in the business call a "Leap of Faith") or if you've just got a long, hard drop in front of you, you'll have to think about landing. Tap X right when the board hits to sustain your balance. Obviously, the higher your landing rating, the easier it is to land.

**Manual.** Just start leaning forward and you'll save yourself a headache.

If you see a place that seems inaccessible, go up the wall to get there. To pull off the Wall Ride, take a flat approach to the wall (we recommend taking anything less than a 30-degree angle), then do an ollie or Boneless (this must be carefully timed), then hold down X. This should get you fairly high up the wall. If you hit X again while in the Wall Ride, you'll end up doing a Wallie, which will let you go up even higher. Being able to Wallie is a big key to the game, so keep it in mind at all times.

**Invincibility:** To make your character be persistent to pause the game and not die. With L2 held, press Down + Left on the joystick. Right, Down + New, won't lose any lives when you die.

**Blabbermouth Gex** The first of Gex's phrases. Press and hold pause the game and then L2 + Right.

**Grand Theft Auto 2**  
From the main menu, press  
F4 to enter Player Name  
Enter the name of your player as  
one of these codes for the results  
at the end  
**No Police: LCSEEDS**

10,000,000 Points: BIGSCORE  
Multiplier x5: HIGHVE  
All Weapons: NAVARONE  
Unlimited Energy: LIVEJONG  
Most Wanted: DES RES (I've  
wanted ex's maxed out  
Everyone will be after you)  
Level Select: When asked to enter  
your player's name, p1 in  
TSALLCP on the entry screen  
Now you can't lose a level!

**Jade Cocoon: Story of the Tamamayu**  
**Free Mugworts:** Start a new game and go through the entire intro cutscene on sequence until you get to Kure in Beech Forest. He will be waiting to train you. Talk to him three times (attack and defend the Wolf) and you'll receive Mugwort. It starts with three, you must all subdue him in a matter of while in training. He will make you start over, but you'll still have the *early stages* of the



## STRATEGY GUIDES

If you're going to throw down green for a strategy guide it better take you through the game, give you tips and secrets that a normal gamer wouldn't think of and it should be an overall supplement. From now on Top Secrets, the world's favorite Tricks section, will review strategy guides on how effective they are. We're scoring them on a five-disc scale that's easy to figure out. Cheat on!

## Chrono Cross

## Brady Games Official Strategy Guide

If ever there was a game that required a guide it's Chrono Cross, and you can't go wrong with this official book. Using a colorful, organized layout it outlines how to get all 45 characters in the game and unlock every secret. What's better, the book doesn't take you by the hand and walk you through the entire thing. Rather, it only points you in the right direction, allowing you to enjoy the experience.

Final Score ●●●●●

[www.bradygames.com](http://www.bradygames.com)

## Spider-Man

## Brady Games Official Strategy Guide

This is one ugly guide. Not to mention a waste of space. The few areas with text use a large, garish comic book font that's painful to look at when it fills a page. The cover promises "Game Secrets and Bonuses!" but pre-

pare for a disappointment. There's only one measly cheat code (lurk us, there's much more than one!) and how to find hidden costumes. It does reveal the locations of the 32 comic covers and has nice 3D maps, so if you need it for that it comes through swimmingly.

Final Score ●●●●

[www.bradygames.com](http://www.bradygames.com)

## Madden NFL 2001

## Prima's Official Strategy Guide

If you know spit about football you'd be wasting your money on this guide. Of the 176 pages only about one-sixth of them are even remotely useful. The others are filled up with info about teams that can be found within the game itself. There's nothing to help you improve your game. Don't waste your time.

Final Score ●●●

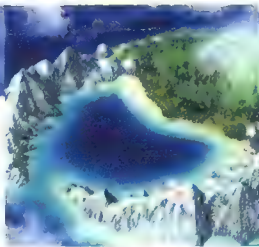
[www.primagames.com](http://www.primagames.com)

## Resident Evil Survivor

## Prima's Official Strategy Guide

There's really no cause to buy this guide. The game is not stacked with difficulty, because it's not that deep. It gives you a room-to-room walkthrough, but most of the captions basically tell you to "shoot the zombies." Duh. Only the back page tells you the things you really need to know, like achieving an S rank, but we'll bring you that in the following months and save you the money.

Final Score ●

[www.primagames.com](http://www.primagames.com)

ENT. SOURCE PAGE 107

Mugwort: Repeat this process and he will bring you your Mugworts. This way you can build up your Mugwort's without effort!

## Knockout Kings 2000

**Pulsating Heads:** Go into Career Mode and create a new boxer. When asked to enter your name, put in THROB and then select your Gym; you will see the boxer's head shrink and grow repeatedly.

## Section 1 VISION QUEST

**Location:** Mystery Opening Dungeon**Plot Progression:** Activate the teleport pad in the main area by using the device in the room to the northwest**Miscellaneous:** ① You start the game with Serge and Kid, but your third party member will be chosen at random

## ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Cybet	100	Yellow	0	N/A	Tablet
Alphabat	100	Black	69	N/A	Tablet

## Section 2 SLEEPING IN

**Location:** Arni Village**Plot progression:** Speak to Leena at the pier, then leave Arni Village and head southwest to Lizard Rock**Possible Party Members:** Poshul - Give her a Heckran Bone**Miscellaneous:** ① Join Radius' lecture in the field for battle training  
2) Talk to Gonji to learn about using Key Items

## Section 3 DRAGON SLAYER

**Location:** Lizard Rock**Plot Progression:** Get the Komodo Dragon Scales by defeating three Komodo Dragon pups at Lizard Rock, then use the northwest exit to reach Opassa Beach, where Leena is waiting for you**Catching the Komodo Dragon Pups****Starting Area:** Walk toward the pup slowly so it runs through the cave, but not into the water, then push the nearby rock in front of the cave. Next, slowly walk around to where the dragon is, and when he runs into the blocked cave you'll be able to catch him.**Left Area:** Chase the pup around the circular path until you catch it.**Lower Area:** Jump onto the pup from the high ledge toward the center.  
**Miscellaneous:** ① You can push the large purple rocks. ② Enemy HP is reduced by approximately 1/2 if you're alone. ③ There is a hole behind a bush at the lower left of the left area. ④ You'll fight the Mama Komodo Dragon after you beat all three Komodo Dragon pups

## Legacy of Kain:

## Soul Reaver

**Refill Health:** Hold L1 and press Down, Circle, Up, Left, Up, Left**Next Level Health:** Hold L1 and press Right, X Left, Triangle, Up, Down**Maximum Health:** Hold L1 and press Right, Circle, Down, Up, Down, up**Refill Magic:** Hold L1 and press Right, Left, Triangle, Right, Down**Maximum Magic:** Hold L1 and press Triangle, Right, Down, Right, Up,

**Unlock Mills Lane:** Go into Exhibition and fight a match in any weight class. During the fight, you must be knocked out by giving your opponent a kick to the stomach three times. Do this by pressing Triangle+Square+Circle+X simultaneously. Once the match is called, you will be taken back to the Exhibition screen. Choose the Middleweight class and scroll over until you see Mills Lane!



## ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Komodo Pup	25	Blue	24	Bone, Komodo Scale	Tablet, Medicine
Beach Bum	31	Blue	25	Tablet, Humour	Medicine, Cure Plus
Sand Squirt	27	Blue	18	Fang, Scale	Tablet, N/A
Mania Komodo	152	Blue	216	Fang, Tablet	N/A

## Section 4 SLIDING DOORS

**Location:** Ooassa Beach, Alternate Lizard Rock

**Plot Progression:** Talk to Leena. After you regain consciousness, turn to Arni Village (alternate).

**Miscellaneous:** ① Enemy HP is reduced by 1/2 if you're alone.

## ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Sand Squirt	27	Blue	18	Fang, Scale	Tablet, N/A
Upah Fish	27	Red	32	Bone, Scale	Ointment, Tablet
Beach Bum	32	Blue	25	Tablet, Humour	Medicine, Cure Plus
Komodo Pup	25	Blue	24	Bone, Feather	Tablet, Medicine

## Section 5 THE ONLY DIFFERENCE...

**Location:** Alternate Arni Village

**Plot Progression:** Talk to Leena at the pier, then head northwest to Cape Howl (alternate).

**Miscellaneous:** ① Tell Leena "I'm Serge" when talking to her at the pier.

## Section 6 ONE FOOT IN THE GRAVE

**Location:** Alternate Cape Howl

**Plot Progression:** Inspect the grave at the tip of Cape Howl.

**Possible Party Members:** Kid - Answer "Travel together" when Kid asks if she can join you.

## ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Beach Bum	31	Blue	25	Tablet, Humour	Medicine, Cure Plus
Sand Squirt	27	Blue	18	Fang, Scale	Tablet, N/A
Korah	120	Green	220		Copper, Power Glove
Sol	53	Yellow	40		Tablet, Silver Loupe
Peppor	63	Yellow	40	Ivory Helmet, Copper	Tablet, Knee Pad

## Section 7 DOESN'T FEEL LIKE HOME

**Location:** Alternate Arni Village

**Plot Progression:** After you spend the night in Arni, head north to Fossil Valley (alternate).

Triangle, Left  
**Pass Through Barriers:** Hold L1 and press Down, Circle, Circle, Left, Right, Triangle, Up  
**Wall Climbing:** Hold L1 and press Triangle, Down, L2, Right, Up, Down  
**Hurt Razel:** Hold L1 and press Left, Circle, Up, Up, Down  
**Force:** Hold L1 and press Left, Right, Circle, Left, Right, Left  
**Constrict:** Hold L1 and press Down,

Up, Right, Right, Circle, Up, Up, Down  
**Force Glyph:** Hold L1 and press Down, Left, Triangle, Down, Up  
**Stone Glyph:** Hold L1 and press Down, Circle, Up, Left, Down, Right, Right  
**Sound Glyph:** Hold L1 and press Right, Right, Down, Circle, Up, Up, Down  
**Water Glyph:** Hold L1 and press Down, Circle, Up, Down, Right

**Fire Glyph:** Hold L1 and press Up, Up, Right, Up, Triangle, L2, Right  
**Sunlight Glyph:** Hold L1 and press Left, Circle, Left, Right, Right, Up, Up, Left  
**Shift at Any Time:** Hold L1 and press Up, Up, Down, Right, Right, Left, Circle, Right, Left, Down

**LUNAR:**  
**Silver Star Story Complete**  
 Lords of Lunar Mini-Game: Insert

the "Making Of Lunar" disc. Then, when the video sequence of the making of game begins, press Up, Down, Left, Right, Triangle, Start. You will be taken to a new title screen called, "Lords Of Lunar". You and one other player can battle against 5 x computer players. Choose your character for the contest you defend, set up your options and more!

## Marvel vs. Capcom

**Hidden "EX" Option:** Press Start at the title screen. When the main menu appears, highlight Option, press and hold Select and then press Start. The "EX" option will appear and you'll be able to choose your vitality, recovery speed, a full hyper combo gauge and more!

## MedEvil II

**Cheats Menu:** Press Start to pause (cont. on page 180)

**Possible Party Members:** Mojo - Give Kik, rather the Shark Tooth.

Leena - You must have refused to let Kid join your party at Cape Howl.

Poshul - You must have refused to let Kid join your party at Cape Howl, or have had her in your party previously.

## Section 8 THE DINGO ATE YOUR BABY

**Location:** Alternate Fossil Valley

**Plot Progression:** After finding three items here, exit to the northwest on the upper path 1, reach Alternate Lizard Rock.

**Miscellaneous:** 1 To be allowed to enter the ground, answer "yes we are" when you talk to the man by the rope ladder. 2 The Heavy Skull is a part of Skelly, a character you'll acquire later.

## ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Suba Dingo	28	Red	3	Fur, Fireball	Fur, Cure Plus
Mama Dingo	62	Red	10		Cure, N/A
Dingo	42	Green	60	Seed, Aero Saucer	Tablet, Heal
Dingo	161/220	White	102	Feather, Rope	Feather, Purity
Sol	88	Yellow	80	Blaze, Fire Glove	Ivory Helmet, Turn Black
Peppor	94	Yellow	80	Upah, Copper	Ivory Helmet, Tablet

## Section 9 WHO TO HELP?

**Location:** Termna (alternate)

**Plot Progression:** Find one of three possible party members (Guile, Nikku or Pierre) to sneak into the Viper Mansion (alternate).

**Possible Party Members:**

Kid - If she wasn't previously with you, find her by talking to the man polishing Lord Viper's statue. Answer "OK, let's go" when she asks to join up with you. Guile - Ask for his help when you talk to him in the Dragon's Tail Bar. Next, seek out Korah near the shrines to hire his boat for 100 G (skip to Section 10). Nikku - Talk to the band member in the ship docked at the left side of the city. Answer "OK, rock on!" when Miki asks you to search Shadow Forest. Next, head east to Shadow Forest (skip to Section 11).

Pierre - After talking to Pierre in his room at the Blacksmith's house, get his medal back from the child in the yard outside. Give the Hero's Medal to Pierre, then answer "OK, let's go." Head to Viper Manor (skip to Section 12).

**Miscellaneous:** ① You must talk to Kid at Lord Viper's statue before anyone else will join you. ② You can trade elemental materials at the Trading Post. ③ At the Shrines, give the Bellflower to Guile and Razel. ④ Tell the merchant that he's charging "Too much" for the Viper Churros and reduce his price to 50 G. Each time you come back to him, you'll do. ⑤ Have Mojo inspect the trading du. ⑥ The Proteur Purse increases the amount of gold received after battles. ⑦ Tell Van "I think it's good."



## Section 10 DANGER! FALLING ROCKS!

**Location:** Rocks behind Viper Manor [alternate]

**Plot Progression:** Make your way up to the grounds of Viper Manor, then skip to Section 13

## ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
GobblinPook	45	Red	27	Wagon Bomb, Antidote Cap	Ornament, Bronze Swallow
Luch West	45	Green	52	Eyeball, Antidote	Antidote, Seed
Acacia Private	72	Yellow	160	Photon Ray, Tablet	Ivory Helmet, Capsule
Blue Moorman	140	Blue	140	Feather, Ice Blast	Ice Lance, N/A
Red Moorman	151	Red	140	Feather, Fire Pillar	Magma Bomb, N/A
King Moorman	250	Black	280	Gravity Blow, Power Glove	Feathery Dress, Copper

## Section 11 WELCOME TO THE JUNGLE...

**Location:** Shadow Forest [alternate]

**Plot Progression:** Find Nikki, then make your way onto the grounds of the Viper Manor [alternate]. Once there, skip to Section 13

**Possible Party Members:** Nikki - Find him after helping him battle the Cassowaries. Answer "Sure."

**Miscellaneous:** (1) Use the Aroma Pouch on plants that have colored berries, then use the aroma to attract "like-colored" monsters to the large sleeping enemies blocking your progress. (2) The Angry Scapula is a part of Skelly (3) Block the hole where the Gerridae are coming from with the large rock

## ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Bulb	49	Green	86	Seed, Bushbasher	Tablet, Bronze Pick
Cassowary	98	Yellow	83	Uplift, Feather	Ivory Mail, Electro Jolt
Cuscus	34	Green	36	Tablet, Eyeball	Electro Jolt, Tablet
Dingo	175	White	140	Feather, Bone	Feather, Purify
Quaffid	208	Green	314	Seed, Bushbasher	Antidote, Bat Eye
Soit	84	Yellow	80	Copper, Electro Jolt	Torn Black, Ivory Helmet
Peppor	94	Yellow	80	Ivory Mail, Tablet	Ivory Helmet, Tablet
Zoah	210	Yellow	200	Cherry Mail, Bronze Glove	Knee Pad, N/A
Gloop	48	Blue	15	Humour, Poulitice Cap	Humour, N/A
Gerridae	50	Blue	98	Scute, Aqua Beam	Antiviral Cap, Medicine
Wraith	210	Black	400	Leather, Gravity Blow	Copper, Gravity Blow

## Section 12 KNOCK, KNOCK...

**Location:** Viper Manor Gates [alternate]

**Plot Progression:** With Pierre in your current party, choose "Charge" or "Think up a plan" when turned away at the front gate. Once on the main grounds, skip to Section 13.

## ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Acacia Private	73	Yellow	160	Photon Ray, Tablet	Ivory Helmet, Capsule
Acacia Sergeant	87	Yellow	180	Copper, Meteorite	Bronze Helmet, Capsule
Soit	157	Yellow	249	Copper, N/A	Bronze Vest, Dancing Shoes
Peppor	180	Yellow	250	Brace, Magic Ring	Plaster Cap, Power Glove
Ketchup	270	Yellow	1	Silver Earring, N/A	Tablet, Power Glove

## Section 13 BREAKING AND ENTERING

**Location:** Viper Manor [alternate]

**Plot Progression:** Get the Manor Key from the stables out back, then enter Viper Manor through the front door. Make your way to General Viper's room on the top floor.

**Miscellaneous:** (1) Choose "What do I do?" for instructions on feeding the dragons in the stable. (2) Talk to Glenn in the Dining area. Follow him to the Guard's quarters and inspect the rear wall once he moves to find the combination for the trapped door in the main entryway. (3) The password for the Treasure room is to not choose a selection. (4) Unlock Pip's cage in Luccia's lab so he can escape later. (5) Inspect the desk in the General's room to draw Lynx out

## ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Acacia Private	73	Yellow	160	Photon Ray, Tablet	Ivory Helmet, Capsule
Acacia Sergeant	87	Yellow	180	Copper, Meteorite	Bronze Helmet, Capsule
Wall O'Whip	44	Red	78	Tablet, Ornament	Capsule, Fire Pillar
Bushbasher	49	Green	87	Seed, Bushbasher	Gintment, Bronze Swallow
Portaheist	325	Yellow	210	Capsule, Eyeball	Heal, Magnify
Wraith	210	Black	400	Leather, Gravity Blow	Copper, Gravity Blow
Lit Boxer	67	Yellow	100	Ice Lance, Meteorite	Heal, Electro Bolt
Big Boxer	78	Yellow	100	Aero Saucer, Electro Jolt	Dancing Shoes, Heal
Polly	326	Yellow	139	Brace, Copper	Capsule, Upheaval
Bulb	49	Green	86	Seed, Bushbasher	Tablet, Bronze Pick
Gloop	48	Blue	15	Humour, Poulitice Cap	Humour, N/A
Nico N. Bulb	156	Green	200	Aero Saucer, Eagle Eye	Seed, Heal
Haborg	325	Yellow	400	Copper, Electro Bolt	Capsule, Screw
Man-Of-War	96	Black	120	Capsule, Heat	Gravity Blow, Iron
Man-At-Arms	154	Black	154	Bronze Mail, Heal	Hell Soul, Iron
Marcy	500	Blue	780	Ice Blast, Iron	Silver Loupe, Dancing Shoes
Lynx	860	Black	500	Windup Key, Gravitator	Magic Ring, Power Glove

## Section 14 TERMINA ILLNESS

**Location:** Guldove [alternate], Termina [alternate]

**Plot Progression:** Talk to Chief Direa, then board Korcha's boat at the dock and set sail for Termina. From there, head to Viper Manor [alternate].

**Miscellaneous:** (1) The Pelvic Bone is a part of Skelly. (2) If you choose not to help Kid, talk to Korcha in his house so you can borrow his boat. (3) To get the Brass Rod, you must have gotten the Dragon's Honor from Viper Manor with Guile. (4) Bring Glenn to see the two boys not speaking to each other in the house behind the Blacksmith's house.

**Possible Party Members:** Macha - Choose "...I don't know" and "...There's nothing we can do" when asked what you're going to do about Kid. Find Korcha in his house and attempt to borrow his boat. In Termina, after seeing Glenn, talk to Macha at the dock and choose to "Let her join."

Korcha - Choose "Find a way to save her" when Korcha asks what you're going to do about Kid. He'll then join your party in Termina.

Glenn - If you've chosen not to save Kid, find Glenn at the Flowerstand in Termina, then speak to Macha at the dock. When Glenn shows up, choose to "Let him join." Having given him the Bellflower at the shrines earlier may play a role in this (see Section 9).

Greco - At the Termina shrines, ask him to "Please" help you.

(cont. from page 179)

the game, then press and hold the L2 button. While holding it, press Triangle, Circle, Triangle, Circle, Circle, Triangle, Left, Circle, Up, Down, Right, Circle, Left, Left, Triangle, Right, Circle, Left, Left. "Cheats" will appear at the bottom of the pause menu. Access this new option to receive Complete Level, Invulnerability, Danhand Ability, All Levels Open and Head Size. You'll can also add health,

money and weapons!

## Metal Gear Solid

**Snake's Tuxedo:** To play as Solid Snake in a tuxedo, you'll have to beat the game twice using your old save data to reload new games. Then, on the third game, Snake will change into his tuxedo when he is on the elevator coming out of the dock.

## MLB 2000

**Heavy Hitter:** Go to Create Player Mode and make the player's name Scott Murray. This player will hit a 606-foot home run every time.

## NASCAR Rumble

**Tracks and Pro Drivers:** From the main menu screen, choose "Game Options." Access Load and Save and move Left for the "Password" option. On the password screen,

enter C9P5AUBNAA. All drivers under the pro level will be open and all the tracks will be available, including the bonus.

## NBA Shoot Out 2000

**Hidden Easter Egg Menu:** While playing a game, press START to pause and then press the L2+R2+Square buttons simultaneously. The Easter Eggs menu will appear and you will be able to

choose new options such as big heads, big feet, gravity, speed, etc.

## Need for Speed: High Stakes

**Copy Code:** Enter the game option screen and select the "User Name" option. Enter the name NFS\_PD. This will allow any unlocked cop car to race on any track.







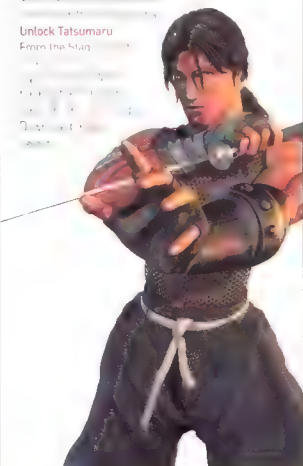
## TENCHU 2: BIRTH OF THE STEALTH ASSASSINS

press Right, Right Right Up, Left, Down, R2  
**Unlock All Items**  
 The Item:

**Increase All Inventory items by One**  
On the Items Screen, hold Square+R1. While holding these buttons, press Right, Down, Left, Up. Repeat.

Pause the game during play and hold square while

Unlock Tatsumaru  
From the Shop



... : Mudokons in the game!

### Spyro 2: Ripto's Rage

... de correctly.

**Big Head:** Up, Up, Up, Up, R1, R1, R1, R1, Circle

**Parappa (Flat) Mode:** Left, Right, Left,



## ENEMIES

Name	HP	nstate	Gold	Items	Stolen Items
Warma Bug	70	Blue	381	Carapace Feather	Brace, Tablet
	285	Yellow	160		Machines, Nuntale
	420		166		Tablet, Copper
	590		600		Feather, Plaster Cap
	98	Yellow	100	Teal, Bronze Mask	Ice Lance, Knee Pad
	104	Yellow	100	Teal, Bronze Mask	Aero Blaster, Electro Bolt
	330	Yellow	100	Bushbuck, Aero Blaster	Aero Blaster, Antidote
	168	Yellow	150	Ulfalt, Bronze Mask	Capsule, Heal
Hyena	685	Yellow	140	Amorous, Trapper	Tanier, Heal

Section 18 *A FULL RECOVERY*

**Plot Progression:** Give him a little Hydra Humour so Kid can be safe from the other Terminators.

**Possible Party Members:** Mel: After you said if you want to go after Mel, choose "You need those elements" followed by "No, let's go after Mel". This is the only way Mel's party can be formed, and once the party is formed, you can go after Mel, and find her at the "Party" location, and then go to "The Party" where Mel is, and at the "Party" location.

## Section 19 HARLEQUIN

Location: T 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100 101 102 103 104 105 106 107 108 109 110 111 112 113 114 115 116 117 118 119 120 121 122 123 124 125 126 127 128 129 130 131 132 133 134 135 136 137 138 139 140 141 142 143 144 145 146 147 148 149 150 151 152 153 154 155 156 157 158 159 160 161 162 163 164 165 166 167 168 169 170 171 172 173 174 175 176 177 178 179 180 181 182 183 184 185 186 187 188 189 190 191 192 193 194 195 196 197 198 199 200 201 202 203 204 205 206 207 208 209 210 211 212 213 214 215 216 217 218 219 220 221 222 223 224 225 226 227 228 229 230 231 232 233 234 235 236 237 238 239 240 241 242 243 244 245 246 247 248 249 250 251 252 253 254 255 256 257 258 259 260 261 262 263 264 265 266 267 268 269 270 271 272 273 274 275 276 277 278 279 280 281 282 283 284 285 286 287 288 289 290 291 292 293 294 295 296 297 298 299 300 301 302 303 304 305 306 307 308 309 310 311 312 313 314 315 316 317 318 319 320 321 322 323 324 325 326 327 328 329 330 331 332 333 334 335 336 337 338 339 340 341 342 343 344 345 346 347 348 349 350 351 352 353 354 355 356 357 358 359 360 361 362 363 364 365 366 367 368 369 370 371 372 373 374 375 376 377 378 379 380 381 382 383 384 385 386 387 388 389 390 391 392 393 394 395 396 397 398 399 400 401 402 403 404 405 406 407 408 409 410 411 412 413 414 415 416 417 418 419 420 421 422 423 424 425 426 427 428 429 430 431 432 433 434 435 436 437 438 439 440 441 442 443 444 445 446 447 448 449 450 451 452 453 454 455 456 457 458 459 460 461 462 463 464 465 466 467 468 469 470 471 472 473 474 475 476 477 478 479 480 481 482 483 484 485 486 487 488 489 490 491 492 493 494 495 496 497 498 499 500 501 502 503 504 505 506 507 508 509 510 511 512 513 514 515 516 517 518 519 520 521 522 523 524 525 526 527 528 529 530 531 532 533 534 535 536 537 538 539 540 541 542 543 544 545 546 547 548 549 550 551 552 553 554 555 556 557 558 559 560 561 562 563 564 565 566 567 568 569 570 571 572 573 574 575 576 577 578 579 580 581 582 583 584 585 586 587 588 589 590 591 592 593 594 595 596 597 598 599 600 601 602 603 604 605 606 607 608 609 610 611 612 613 614 615 616 617 618 619 620 621 622 623 624 625 626 627 628 629 630 631 632 633 634 635 636 637 638 639 640 641 642 643 644 645 646 647 648 649 650 651 652 653 654 655 656 657 658 659 660 661 662 663 664 665 666 667 668 669 670 671 672 673 674 675 676 677 678 679 680 681 682 683 684 685 686 687 688 689 690 691 692 693 694 695 696 697 698 699 700 701 702 703 704 705 706 707 708 709 710 711 712 713 714 715 716 717 718 719 720 721 722 723 724 725 726 727 728 729 730 731 732 733 734 735 736 737 738 739 740 741 742 743 744 745 746 747 748 749 750 751 752 753 754 755 756 757 758 759 760 761 762 763 764 765 766 767 768 769 770 771 772 773 774 775 776 777 778 779 780 781 782 783 784 785 786 787 788 789 790 791 792 793 794 795 796 797 798 799 800 801 802 803 804 805 806 807 808 809 810 811 812 813 814 815 816 817 818 819 820 821 822 823 824 825 826 827 828 829 830 831 832 833 834 835 836 837 838 839 840 841 842 843 844 845 846 847 848 849 850 851 852 853 854 855 856 857 858 859 860 861 862 863 864 865 866 867 868 869 870 871 872 873 874 875 876 877 878 879 880 881 882 883 884 885 886 887 888 889 890 891 892 893 894 895 896 897 898 899 900 901 902 903 904 905 906 907 908 909 910 911 912 913 914 915 916 917 918 919 920 921 922 923 924 925 926 927 928 929 930 931 932 933 934 935 936 937 938 939 940 941 942 943 944 945 946 947 948 949 950 951 952 953 954 955 956 957 958 959 960 961 962 963 964 965 966 967 968 969 970 971 972 973 974 975 976 977 978 979 980 981 982 983 984 985 986 987 988 989 990 991 992 993 994 995 996 997 998 999 1000 1001 1002 1003 1004 1005 1006 1007 1008 1009 1010 1011 1012 1013 1014 1015 1016 1017 1018 1019 1020 1021 1022 1023 1024 1025 1026 1027 1028 1029 1030 1031 1032 1033 1034 1035 1036 1037 1038 1039 10

**Plot Progression:** Enter the room and try to understand (if you haven't done so previously, then) the fact, knowing Mary is going from London to the Midlands and is going to the northeast. From there, enter the House of Hildout and speak to Regis. Return to the post when you're done.

**Possible Party Members:** Korch - Tell him that you'll take him with you when you go to the Terminating disk.  
Mel - With Kid in your current party, talk to Mel in her room in Guldove (alternate) before or after going to the Hermit's Hideaway. You must have completed the eighth level though (see System 2).

## ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Harle	390	Black	564	Photon Beam, Moonlasses	Moonlasses, Photon Beam

Section 20 **FARGO**

Location: \_\_\_\_\_

**Plot Progression:** The following south-western Hemisphere species, alternate

**Possible Party Members:** Pip - After 30 days of training - 70% chance of joining

**Miscellaneous:** 1 You \_\_\_\_\_ the apartment. 2 I got the key, read the \_\_\_\_\_, and then \_\_\_\_\_ the door. 3 I got the \_\_\_\_\_, and then \_\_\_\_\_ the end.

**All Abilities:** ( )

**View Credits:** [View Credits](#)

### Syphon Filter 2

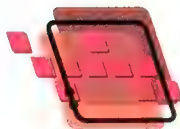
**Level Skip:** Pause the game in the middle of play. On the 'Pause' screen, highlight Map and press and hold these buttons in this order:

Next, press **Circ+Square**. With these two buttons, you will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll find an option to end your current level and go to the next one.

**Super Agent:** Pause the game in the 30 seconds of play. On the "Pause" screen, highlight Weaponry and press and hold these buttons in this order: L2+Select+Circle+Square. With these held, press X. You will hear a sound







# NEXT MONTH

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\*Editorial content subject to change\*

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- Preview of Grand Theft Auto for Dreamcast
- Review of Dino Crisis 2 for PS one
- Review of Resident Evil Survivor for PS one
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OFFICIAL U.S. PlayStation MAGAZINE



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sand years after the first adventure, as they work to unlock the secrets of the Blue Spire. Meet new characters, fight monsters, traverse mountains, & crawl through dungeons as you wind your way toward the terrifying climax.

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Release: 10/00**

PSX

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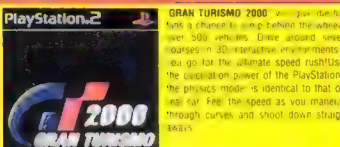
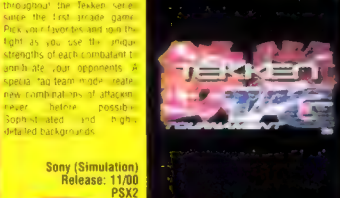
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features more than 30 characters who have appeared



Sony (Simulation)  
Release: 11/11/11

## NINTENDO 64

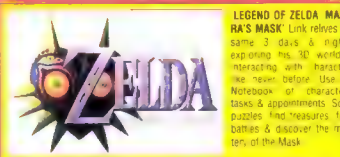
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Nintendo (Adventure)  
Release: 11/00



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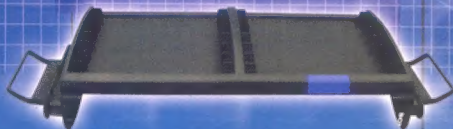


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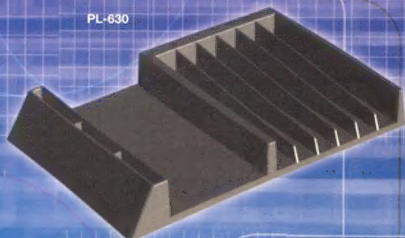
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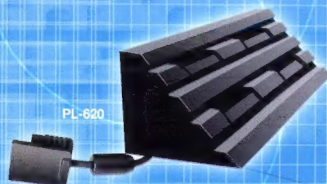
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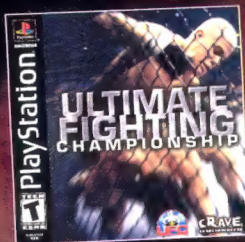
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